



FREE DEMO CD WITH 10 DEMOS! ROLLAGE, AKUJI, MONKEY HERO & MORE

Official Australian

# PlayStation

20

Magazine



## METAL GEAR SOLID

THE FUTURE OF ACTION ADVENTURE GAMING

### DEMOS

Rollage  
Akuji the Heartless  
Monkey Hero  
Wild 9  
Rival Schools  
Michael Owen WLS '99  
Pool Shark  
Total Soccer (Net Yaroze)  
Metal Gear Solid (Video)  
Libero Grande (Video)



ASK YOUR RETAILER IF THE DISC IS NOT HERE

### RALLY DRIVING

Why PlayStation is the racer's console of choice

### ROLLCAGE

Psygnosis' frenetic futuristic racer

### WILD ARMS

Sony's latest RPG

### R TYPE DELTA

The mother of all shooters is back!

### POCKETSTATION

Latest news & info

### ACE COMBAT 3

Namco maintain air superiority

PLUS Bloody Roar 2, Parasite Eve, Silent Hill, Brave Fencer Musashi, Kensei, Big Race USA, Twisted Metal 3

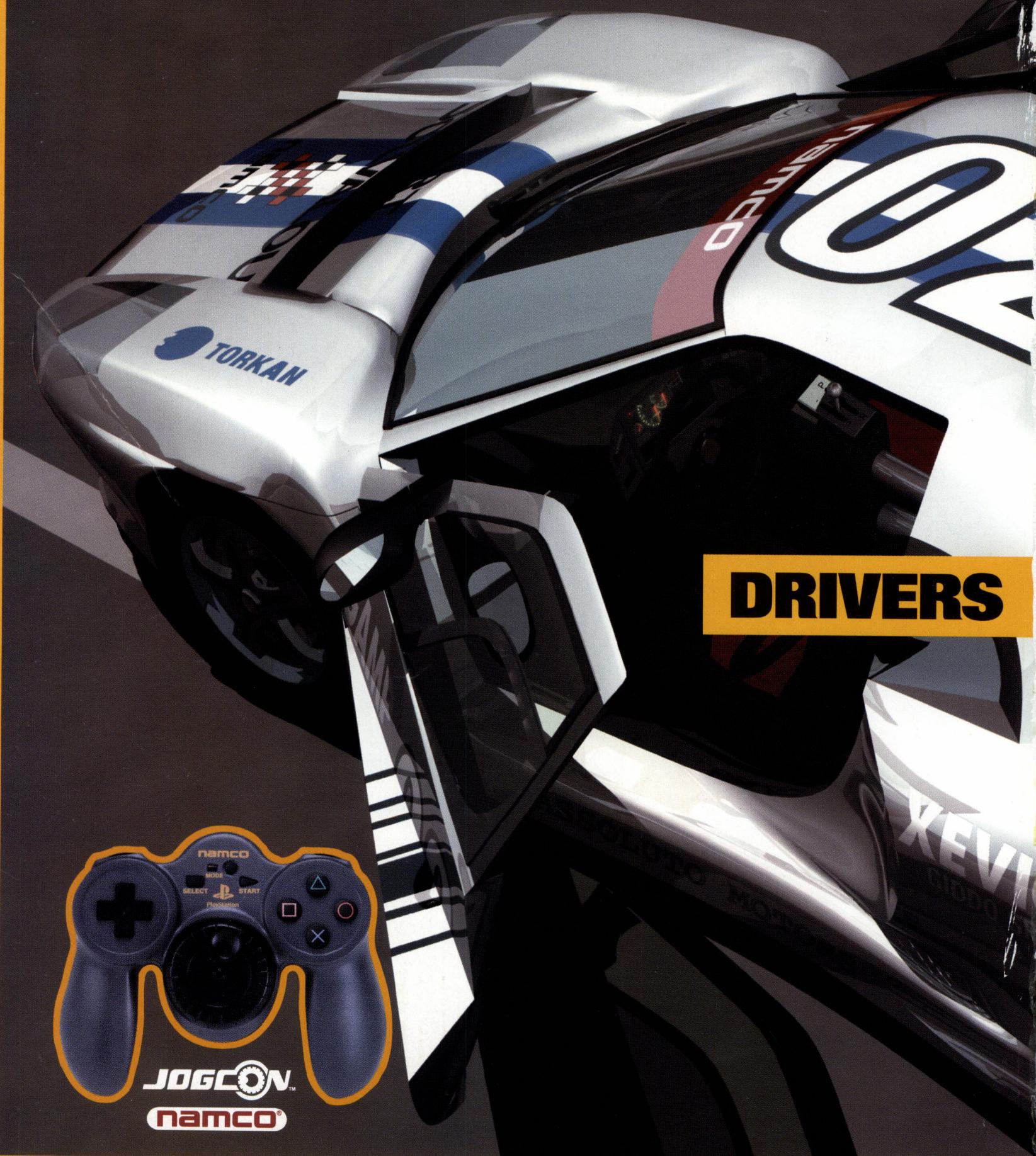
next  
gaming



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ISSUE 20 · MARCH 1999 \$12.95 NZ \$16.95 Inc GST

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## DRIVERS

# RIDGE RACER TYPE 4

Get ready for the fastest arcade racer to ever hit PlayStation. From April, you'll be able to get behind the wheel of the supercharged cars in Ridge Racer Type 4.

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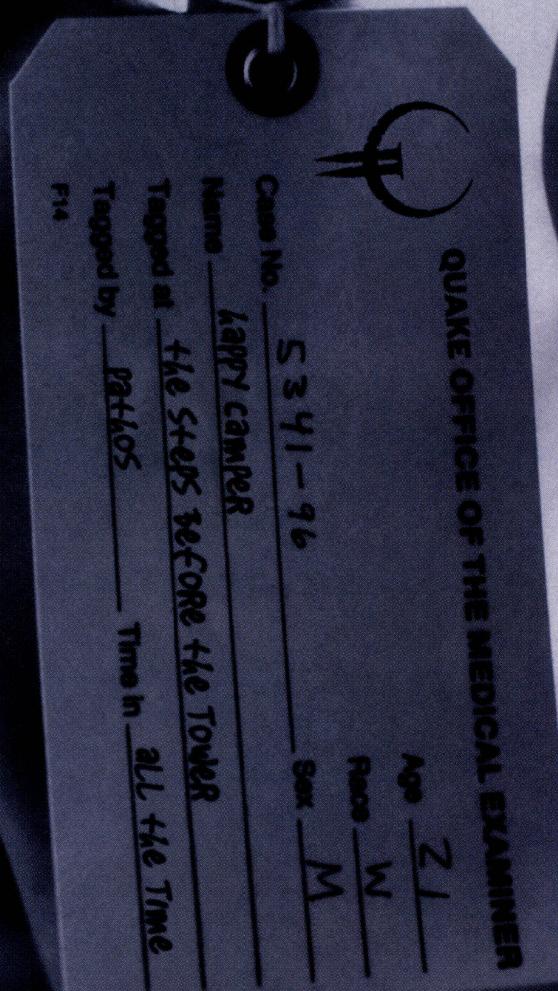
The game is also the first to support the new Jogcon steering wheel controller with active force feedback. So, not only will you have command of your vehicle like never before, but you'll feel every shunt and collision as you go.

Ridge Racer Type 4 and Jogcon, the racing team everyone will be driving this year.



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# HE PRACTICED ON A PC.





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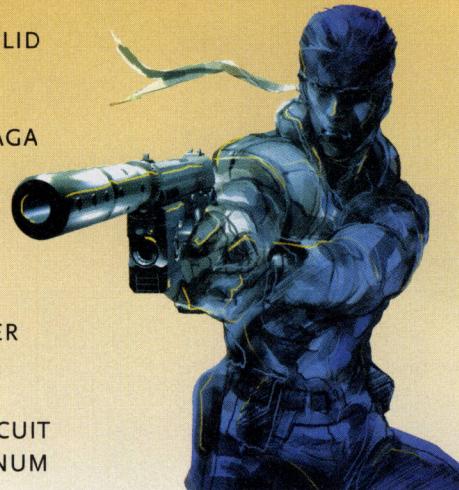
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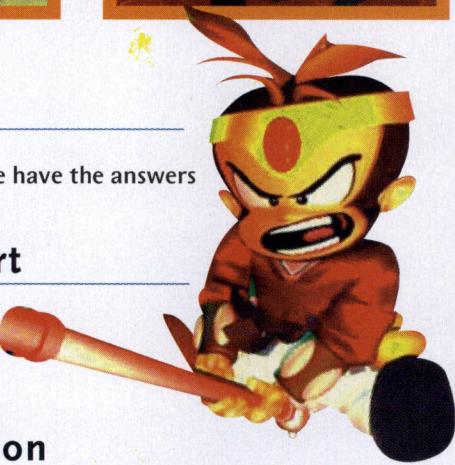
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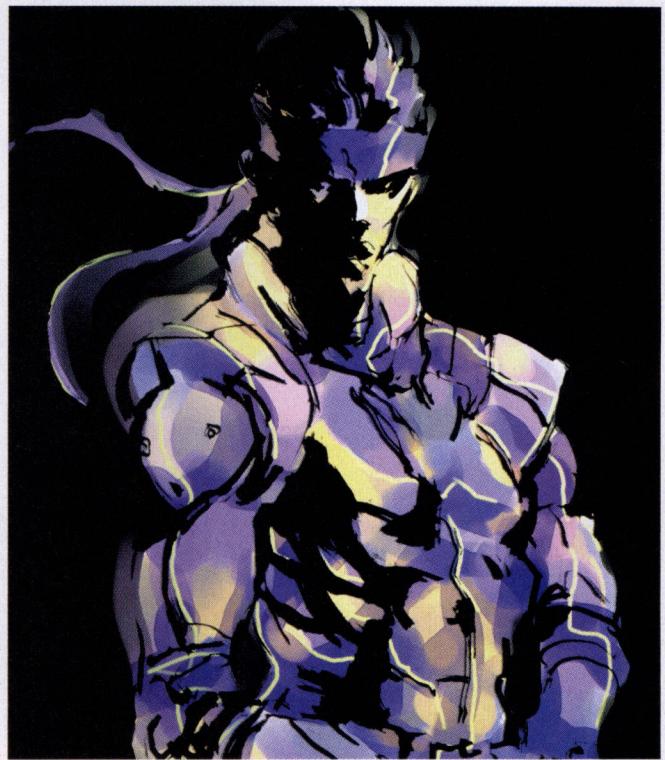
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Here's a great poster of the upcoming smash hit game, Quake 2!



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A comprehensive guide to PlayStation racing games



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The fastest blast in futuristic no rules racing!



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Watch out - her mitochondria are revolting!



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Bigger characters, bloodier moves, brutal combos!



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## Out with a bang

It has been another booming month for PlayStation titles. I cannot even remember a better line-up than that contained in these very pages. For starters, the mammoth tactical espionage action game Metal Gear Solid has finally landed, much to everyone's delight. We were particularly pleased with the fact that it runs on a full screen with virtually no difference in frame rate to the Japanese version.

I predict that the games of the future like this one will become the next major form of cinematic entertainment. Sure, watching films will never lose its interest, but imagine the potential of 'interactive movies' when the graphical level is better than telly! MGS may not have the sharpness and high grade definition of broadcast television, but it has the atmosphere and gripping storyline to glue your average gamer to a screen for much longer than the longest movie you can think of.

Then there's Rollcage, one of the most intense racing experiences ever created for our cool console. Trust Psygnosis to come up with another winner like this. Hopefully you will all be rolling with glee shortly, after reading my four pages of appraisal in this very issue, good old number twenty.

The appearance of ground-breakers is becoming a regular thing. Trap Gunner is this

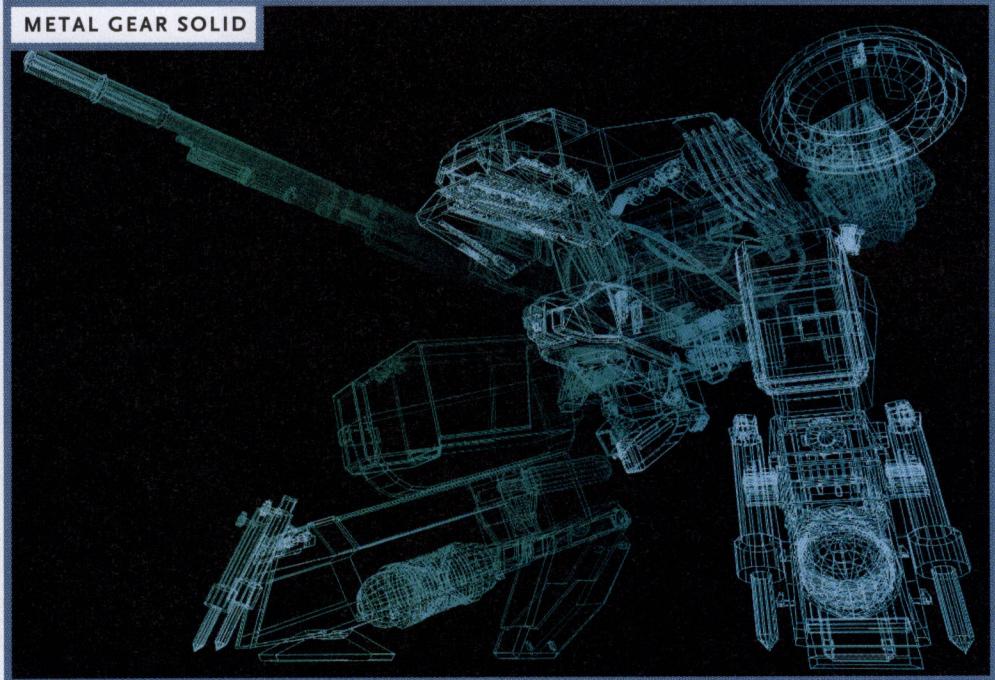
month's winner of the best new idea award, as it has successfully managed to combine two completely different genres in one challenging and enjoyable title.

There is R-Type: Delta for the shooter fans out there and the future is looking bright with several outstanding titles currently in development. Among them Kensei: Sacred Fist looks like it may turn the fighting world over while Brave Fencer Musashi is like nothing else before.

As it happens, this is the last issue of the Official Australian PlayStation Magazine that will come out of us here at Next Publishing. Because of the way business works, we will not be producing the Official mag any more. We do hope that you have appreciated the mag while we had the privilege to make it.

Rest assured that whatever happens next, we will still be producing our sister mags PlayStation Gamer and Complete PlayStation Solutions. Grab a copy of Gamer for reviews and Solutions for solutions. Next Publishing will continue to take care of all your PlayStation needs.

- Hillous Lesslie  
 EDITOR



# DEMO CD GUIDE

## ROLLCAGE

### PLAYABLE DEMO

PUBLISHER:

RELEASE:

Psygnosis

Available now

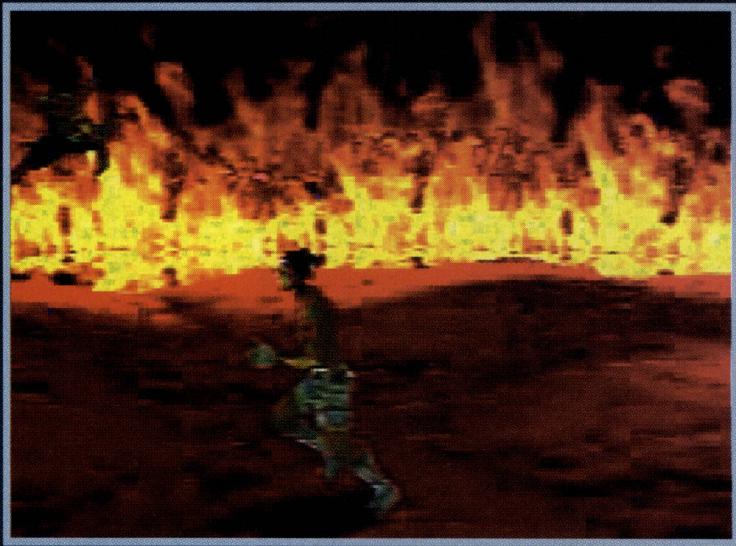
This is the one you'll be keeping this demo disc for. The simplicity of the controls will soon have you hooked, if the wild dynamics of wall-surfing doesn't. If you hit the accelerator exactly on zero as the counter counts down you'll get a huge burst of speed to start the race.

Your craft can accommodate two weapons at a time, so strategists can plan their cargo to win the race. There are Number Ones (which always take out the leader), shields, boosts, electrical steering jammers, corkscrew bolts, straight rockets (which can lock on to nearby buildings and structures for fantastic explosions), nausea weapons (that slow all racers down except the user) and warp gates, which are really quite funky.

Don't be afraid to scale the walls and ride the roof when there is one.



Yes! Yes! Yes! We have here another ten demonstration games for you beloved readers, eight of which are fully playable. All you action fans will drool to see the Metal Gear Solid video and we have Rollcage for the speed freaks. Then there's Monkey Hero for the kids, Akuji for the heartless ones, Rival Schools for the fighters and Wild 9 for absolutely everyone. Enjoy!



### Controls

D-PAD	Left/Right/Rear view	L1	Fire 1
△	Reverse	L2	Zoom in
○	Face correct direction	R1	Fire 2
□	Brake	R2	Zoom out
×	Accelerate		



## AKUJI THE HEARTLESS

### PLAYABLE DEMO

PUBLISHER:

RELEASE:

Sega-Ozisoft

April '99

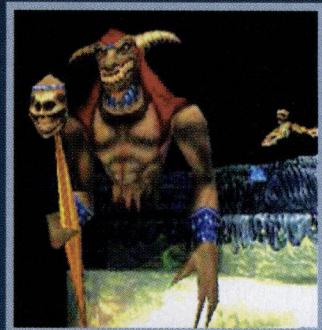
You're Akuji, and yesterday you were alive. Your father, a voodoo priest, had arranged a peace-keeping marriage between you and a maiden of a rival tribe; an attempt to unite the clans and stop the endless tribal feuding.

Unfortunately your brother, a priest to be, didn't approve of the mixed match, so on your wedding night he gathered some of his followers and instigated your murder. Together they cut out your heart and put a curse on your soul, banishing you forever to Hell.

Well, almost forever. You have a slim chance of survival and reincarnation, if you can only manage to defend yourself long enough against the hordes of evil pitfiends dwelling in the bowels of Hades.

### Controls

D-PAD	Movement
△	Select spell
○	Hand to hand attack/Use item
□	Cast spell
×	Jump
L1	Pan camera left
L2	Crouch
R1	Pan camera right
R2	First person view
LEFT STICK	Movement



# WILD 9

## PLAYABLE DEMO

PUBLISHER:

Interplay

RELEASE:

Available now

Wex is your name and you are the proud possessor of the world's wildest weapon, the Rig. You'll notice that you can run (!) and jump (!!), but the Rig is the real reason to revel in this game. With it, you can ensnare your enemies and throw them around a lot, or hold them screaming above a churning set of meat-grinders, or roast them slowly above a blazing furnace of flame.

Pros will even learn the art of swinging like a monkey, also by using the Rig. There are certain objects in the middle-ground that you can latch your electrical beam onto and use to hoist yourself onto higher levels.

### Controls

D-PAD Movement

□ Fire energy beam (hold down to grab items/enemies)

X Jump



# MONKEY HERO

## PLAYABLE DEMO

PUBLISHER:

Take 2

RELEASE:

May '99

Yes, this game concerns the adventures of an heroic monkey as he travels the lands whacking baddies with his bamboo staff. If only he could shrink it to fit in his ear and ride a pink cloud through the heavenly skies...

### Controls

D-PAD Move Monkey

△ Inventory screen

○ Pick up/Throw/Talk/Open/use

× Swing staff





## RIVAL SCHOOLS

PLAYABLE DEMO

PUBLISHER:

Capcom

RELEASE:

Available now

Although a little blocky in appearance, *Rival Schools* is a more than decent fighting game that takes you back to the good old days. Brawling behind the bike shed, ganging up on smaller kids, improper use of sports equipment, it's all here. So go on, right here, after school, no gloves, just get 'em on, come on, in the ring, right now, I'll take ya!



## Controls

D-PAD	Left/Right/Jump/Crouch	L1	Special move
△	Heavy punch	L2	Special move
○	Heavy kick	R1	Sidestep
□	Light punch	R2	Throw
×	Light kick		



## POOL SHARK

PLAYABLE DEMO

PUBLISHER:

TBA

RELEASE:

TBA

Do you rule the rack around a snooker table? Fancy yourself as king of the cue? Do you pot an awful lot? Can you sink seven balls in a row, resulting in the humiliation of your opponents by making them take down their trousers and jog around the table three times? Are you... a *Pool Shark*?



## Controls

D-PAD	Aim
△	Top down view
○ + D-PAD	Adjust impact point on ball
□ + D-PAD	Adjust cue angle
×	Shoot
(Press once to access power bar, twice to select strength of shots)	
L1 + D-PAD	Move camera
L2 + D-PAD	Fine aiming
R1 + D-PAD	Select ball
R2 + D-PAD	Move cue ball (before break or after foul)



## WORLD LEAGUE SOCCER '99

PLAYABLE DEMO

PUBLISHER:

Eidos

RELEASE:

TBA

Another month, another soccer title for the PlayStation. *World League Soccer '99* has sharp visuals and rapid gameplay, so you'd better put your shin guards on before loading up this demo!

## Controls

D-PAD	Move player
△	Control/Through ball
○	Shot/Volley
□	Kick/Header/Tackle
×	Low pass/Slide tackle
L1	Sprint/Tap ball
L2	Scanner quick view
R1	Mode 2
R2	Camera quick view





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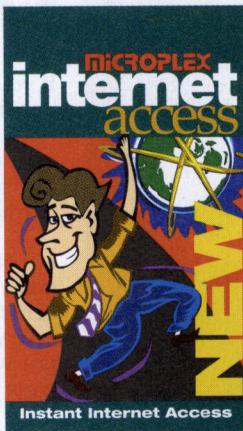
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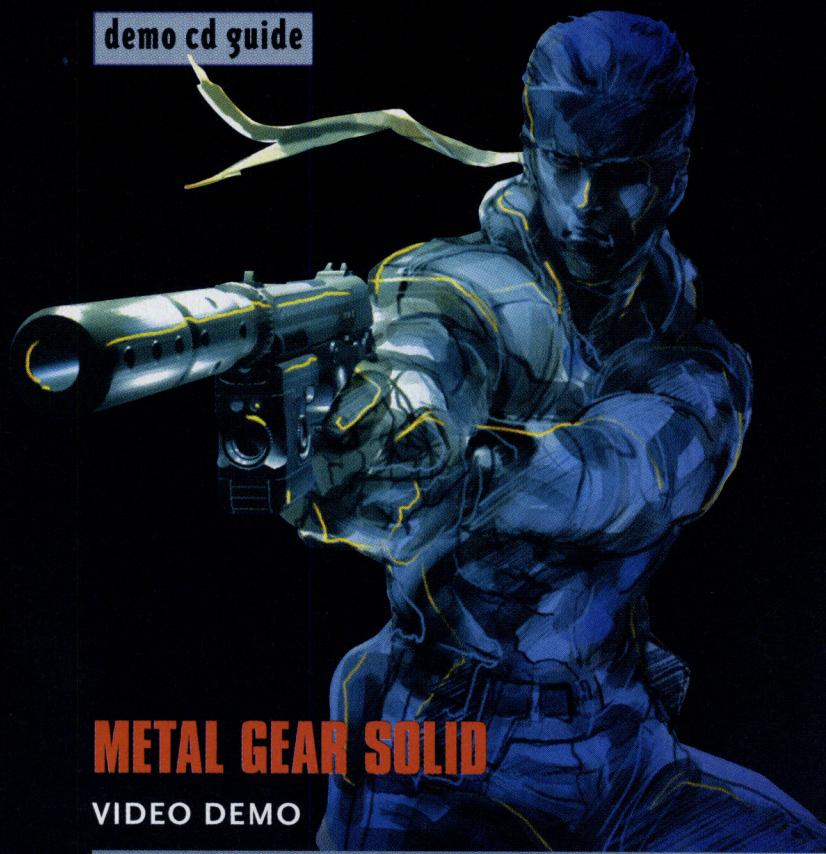
### Available at:

Harvey Norman, David Jones, Dick Smith Electronics, Myer/Grace Bros, Chandlers, Strathfield Car Radio, Software Today, Brisbane Sound, Archie Martin and Billy Guyatts stores.

\*Hours must be used within 31 or 90 days depending on product selection.

**System Requirements:** Windows 95, Windows NT or later, 12Mb RAM Windows 95, 16Mb RAM Windows NT, 14.4K or faster modem, unused serial port and up to 70Mb free disk space (exact disk space usage is dependent upon installation selections).

MPX5133/PS



## METAL GEAR SOLID

### VIDEO DEMO

PUBLISHER:

RELEASE:

GT Interactive

March '99

Check out this spy hard action! Even though this is only a video, it should give you an idea of what to expect from the world's most eagerly awaited PSX title. Having been in production for nearly four years, and then in translation for another six months, this game will shortly hit the shelves in Australia, so watch out! Guns, grenades, cardboard boxes, it's all there!



## LIBERO GRANDE

### VIDEO DEMO

PUBLISHER:

RELEASE:

Namco

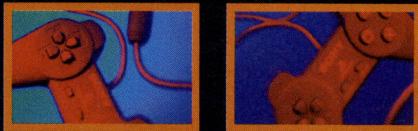
Available now

This is the soccer game which breaks the mould that all previous soccer games have conformed to. With tons of special moves and intricate footwork, be the striker for whatever team you desire, and win the game!

# NET YAROZE DEMO

## TOTAL SOCCER

### NET YAROZE DEMO



The first Yaroze soccer game to receive decent publicity is actually not all that bad, as we first expected it to be. As you'll find out, it runs very smoothly and fast, so you'd better know the rules (and controls) before jumping in to play a game.

### Controls

D-PAD	Move player
O	Instant replay
□	Pass
X	Shoot/Sliding tackle



# DISC PROBLEMS



If your demo CD doesn't work, please check the following possible causes before returning it:

- You are putting it in a PlayStation, right? We have had bewildered PC owners sending us irate e-mails about Windows crashing (again)
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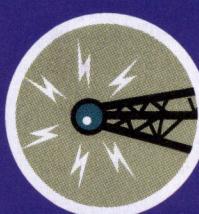
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ARCADE



SEGA



CHAT



PG-CDROM



MAC



PLAYSTATION

MARCH 1999

# I want my...

So popular was the launch of Sony's new PocketStation in Japan at the end of January that supply was unable to keep up with demand.

High on the list of favourite features is the PocketStation's ability to share information via infrared light.

In the land of Gameboys, Tamagotchi's and digital assistants, the PocketStation has really taken off because of its multiple functions, including use as a gaming companion,



personal digital assistant and portable memory card.

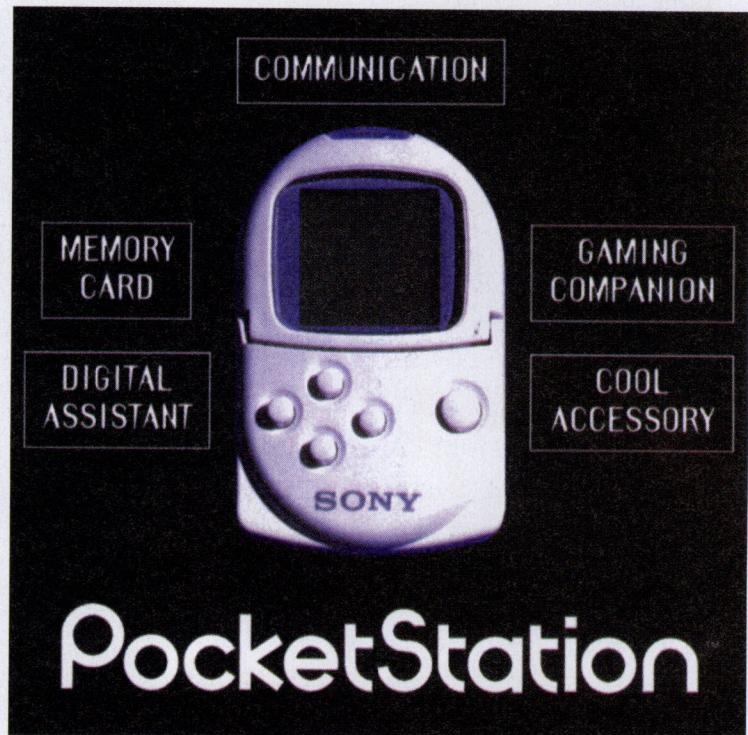
In fact, as well as being a normal memory card to start with, the PocketStation is also able to receive and play especially programmed sub-games. These must first be downloaded off the full games on the PlayStation.

Of course, only the games which have been written with the PocketStation in mind can be played on the handheld piece. These sub-games are nowhere near as complex as the full game, but to play anything at all on a 36x36 dot matrix screen that small is impressive.

Some games will even be programmed so that extra levels, harder bosses, secret characters and other goodies may only be unlocked by playing through these sub-games.

It also has an amazing infra-red communications ability, so two people standing in the same room can actually exchange data without even making contact.

No word on the Australian release date just yet but we suspect that it should be released well before Christmas.



The PocketStation has taken Japan by storm and is set to go global

Other applications that you can use on your PocketStation include a stopwatch, personal diary, address book, phone number book and even a currency converter.

It is estimated to cost around \$A50 and will come in white or crystal, with a neck strap.

In terms of memory, the PocketStation has 2K of SRAM and 128K Flash RAM.

Each unit will also be equipped with a miniature speaker to keep you bopping.

In fact, the more information we learn of this hot little device, the further our silly smiles stretch towards our ears.

We're still boggling at how tiny the thing is! And at 64 x 42 x 15mm, we expect it'll fit inside absolutely anyone's pocket.

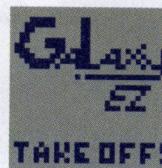
## Is that a MuuMuu in your pocket?

One of the first games designed to be played on both PlayStation and PocketStation is MuuMuu, which has over 100 minigames that can be downloaded into the PocketStation.

MuuMuu, the zany space-faring midget, made his excellent debut in one of PlayStation's first games, Jumping Flash,

and now he will be the showcase for the Sony PocketStation.

The game will have platforming elements but will play more as a strategy title, with the main focus being on the construction of theme parks and their attractions.



The mini-games will see players attempting to raise points, expand their parks and, in return, attract more visitors. It sounds weird, but then so is its main character!

Other games that have been announced to support the



PocketStation so far include Final Fantasy 8, Street Fighter Zero 3, Ridge Racer Type 4, and many more to come!

Announcement of an Australian release date for PocketStation is expected soon. Stay tuned!



Right: MuuMuu is back on both PlayStation and PocketStation. These small screens (above) show how fine its black-and-white graphics are

MARCH 1999

## Tomorrow Never Dies

After extreme pressure from the public, *Tomorrow Never Dies* will now include the much requested multiplayer element that made *GoldenEye* such a hit.

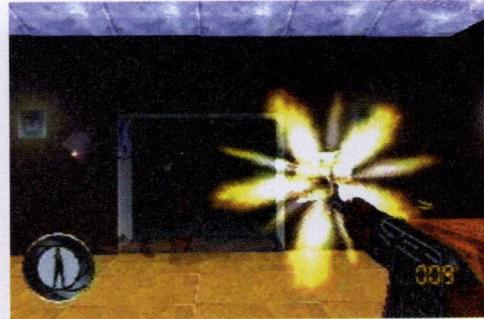
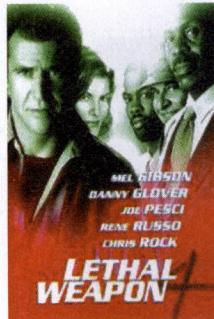
This is probably why the release of *Tomorrow Never Dies* on the PlayStation will be delayed until winter of 1999, but it's a definite sign of the power of the people.

And speaking of successful movies that have been remade into games, rumour is rife in Hollywood that Namco will produce a *Lethal Weapon* 4 game for the PlayStation 2, although it is rather unlikely (at this early stage) that Mel Gibson and Danny Glover will do any of the character voices.

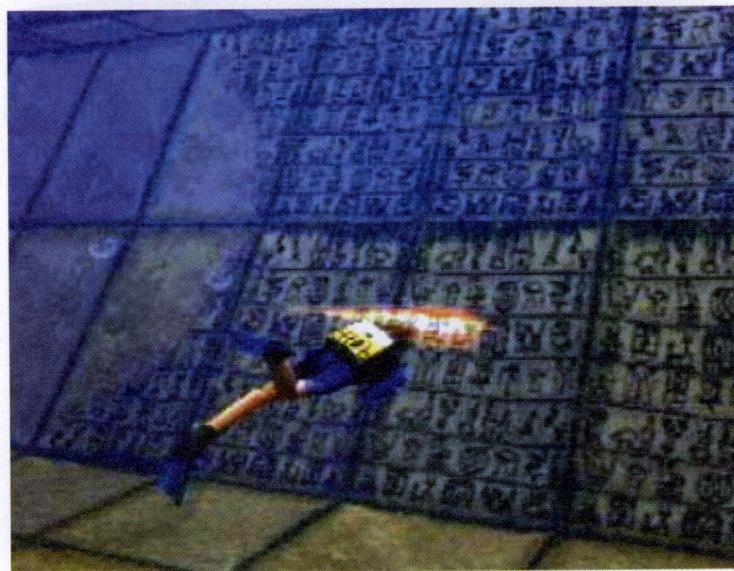
But while Namco would neither confirm nor deny such rumours, they have announced that there are already official plans to support the Sega Dreamcast.

That means NO SEQUELS for your favourite shooter, *Time Crisis* or *Tekken 3* or *Soul Blade*. On the PlayStation, anyway. Instead *Time Crisis II*, *Tekken 4* and *Soul Caliber* are expected to be developed for the Dreamcast.

But don't despair, Namco is going to release a sequel to its turkey shooter, *Point Blank*, called quite (surprisingly) *Point Blank II*. Just imagine all of those cutesy little animals that you can take out with your gun. Bet you can't wait!



Due to popular demand, *Tomorrow Never Dies* (above and below) will now be multiplayer. Mel Gibson (above left) will soon be immortalised in polygons



## Acclaim

Acclaim's recently announced 1999 line-up of *South Park*, *Jeremy McGrath Motocross 2000*, *WWF Attitude*, *Shadowman* and *Revolt* is to be augmented with another two new titles – *Armorines* and *Velocity*.

*Velocity* (formerly known as *Red Line Racer*) is a futuristic hoverboard racer developed by Criterion Studios and *Armorines* is based on the Acclaim (formerly Valiant Comics) comic book. Both titles are expected to be released at the end of the year.



Acclaim's *Armorines* features a dude in some seriously large shoes

## Bust-A-Rave

What is the only game that improves your chances of a date on a Saturday night? No it's not *Duke Nukem A Time To Kill*, it's Enix's funky *Bust-A-Groove*, and now the sequel is set to make you score on the rave scene as well.

The sequel should be ready for PlayStation in Japan in June, but Australian gamers will have to wait at least another six months before the virtual doof begins. In the meantime, check out these screenshots!



## Howwizeeeee!

For any cricket fan who's dreamed of both captaining and managing Australia against the likes of England, West Indies or Sri Lanka etc, your dreams have finally come true.

*Australian Cricket Captain* is an immersive management simulation with statistics on every real player from around the world, stunning gameplay and a commentary by Channel 9's (and former Australian Cricket Captain) Ian Chappell.

The game is licensed by the Australian Cricket Board so it has full use of all team names, team logos,

uniforms, sponsors, player names and statistics. Player statistics are accurate to the start of the 1998 season and include the Ozschedules for all leagues as they are for the 1998/1999 season so you can manage the team as they are playing now and see if you could do any better!

You can play Sheffield Shield games, One Day and Test Internationals from the '98/99 season as well as the Mercantile Mutual Cup and the Australian Cricket Academy. ACC should be in stores by the time you read this article. Howzat?



MARCH 1999

# Clean up your act

How many times have you reached for a game and found the CD case empty and the CD itself lying on a shelf in a shallow pool of dust (or even worse, being used as a coaster by your sister)?

Well, as they say in some anal retentive circles, don't get mad, get organised, with the Logic 3 SpaceStation.

The space-saving device offers some rather neat and compact storage for your Sony PlayStation and two controllers.

The Logic 3 SpaceStation can be placed directly underneath a 14 inch television and has also got a two-stop drawer which enables immediate access and use of your controllers and the PlayStation console.

The SpaceStation also comes with a game CD rack for storing up to 16 CDs (extra racks can be ordered separately for all you freaks who own more than 16 games).

In the words of the distributors at SpectraVideo, "The SpaceStation's innovative design ensures maximum ventilation while simultaneously keeping your PlayStation free from dirt and dust."

What they forgot to say is that your parents will love you for it. The Logic 3 SpaceStation is in stores now and retails for around \$60.



The perfect way to get organised: the Logic 3 SpaceStation, available now for around \$A60



## PSX 2 games are go

Unconfirmed sources claim Japanese developer, Contrail, have started design on a sequel to the role playing stunner Wild Arms for the PlayStation 2. The game is believed to be a part of Sony's plans for a massive worldwide launch line-up in the year 2000 and is likely to be titled Wild Arms II. Other possible titles include Resident Evil 3, Gran Turismo 2, Messiah 2, Ridge Racer 5, more Colony Wars, G-Police and (HOPEFULLY) another Oddworld game or two.



## Dual Force Steering Wheel

It's time to confirm what many racing fans know already – the Dual Force™ Steering Wheel is the best steering wheel on the market.

**What does the Dual Force™ Steering Wheel have over the rest of the competitors?**

First, it vibrates more vigorously and realistically than any other wheel with all PlayStation games which have Dual Shock coding (ie: all analogue games).

The base of the wheel is broad and solid with multiple grips (both of the suction pad variety and the plastic grippy kind) so no matter what surface you put it on, the wheel won't slip.

The foot pads are nice and large too, with enough room on them to keep your feet on the base (and so you don't kick them away each time you use them).

Finally, the Dual Force has got racing style gear change, programmable steering sensitivity and eight action buttons.

In fact, our only criticism (and of course it's really only a minor irritation) is the direction pad, which tends to be a little bit on the flimsy side: sometimes when you push left or right it goes up and down instead.

But then you don't buy a steering wheel for its control pad do you?

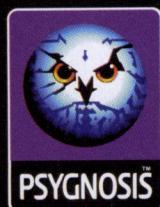


*"Every right-thinking PlayStation owner will want a copy of this. Guaranteed."*

Official UK PlayStation Magazine, January 1999

# Coming Soon...

# Rollcage



PC  
CD  
ROM

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MARCH 1999

# Peripherals

## The Jogcon

The Jogcon has arrived at the office of OAPSM, seducing us all with its beautiful shapeliness. We are also privileged enough to have in our mitts a Japanese version of Ridge Racer Type 4. A good thing too, as it is the only game on Earth we could possibly test the Jogcon with.

Let's start with the good points that Namco's new peripheral has to offer. Ah yes, the shapeliness. A friend was trying it out - not even on a driving game - and he said that he was going to buy one as soon as they came out here, just because it felt so comfortable in his hands.

As you can see, the handheld prongs are far more curvy as well as being a good deal larger than those on the regular Sony controllers. This means that they fit big hands a great deal more easily and have a tendency to mould to one's palm in a very relaxing manner.

There are deep grooves behind the controller, underneath the shoulder buttons. The player's middle fingers seem to sit in these grooves all too happily. Not that it's a big problem, but it ought to be mentioned that this comfy nook really does hold the middle fingers well, leaving all of the shoulder button action up to the index fingers on top of the Jogcon.

The shoulder buttons are fine in themselves and well spaced. Of course, you can lift your middle fingers out of their snug spot, but then the controller sits too low in the hands and your thumbs may double over trying to perform a ten hit combo.

The four main buttons are also fine. They are smooth and well-rounded, easy to press and the shapes have been imprinted onto each one dead-centre, which is always a tell-tale sign of a high quality third party controller.

As for the wheel in the middle of it all, well, that too is just fine. About the size of a large apricot, the wheel has raised ridges for grip around the outer edge. These provide enough of a sure hold by themselves, but that's not all.

There is also a small concave pit the size of a fingertip, which one of your thumbs inhabits most of the time. The only problem with it is that it has corners.

On the inside edge of the tiny crater, the plastic is not rounded. Although this makes for a stronger hold and lessens the chances of your thumb slipping out around a fast bend, it may be damaging to younger, softer, more sensitive digits.

That shouldn't stop you getting one if you planned to. You can hold the controller exactly as you wish, avoiding the thumb-pit if it irks you. There are a couple of people here at the office who prefer to grasp it with one prong in the right hand and the wheel in the fingers of the left.

The reasons for this preference are more than avoiding the sharp dip. As most of you know, the Jogcon's trump card is its ability to stiffen and even fight back around corners, like in a real car. The wheel mechanism is motorised, and quite strongly as well.

The faster you go, the harder it is to turn the wheel. Hence the complaints from so many Japanese gamers that they are getting sore, bruised and blistered thumbs from their Jogcons. Hence the preference to hold the wheel in the fingers of the left hand.

At this stage we see that the Jogcon has plenty of potential. The addition of Dual Shock motors was clearly unnecessary, as the motorised wheel reacts violently enough to collisions and poor road surfaces as is.

In Ridge Racer Type 4 for example, smashing into a wall at high speed will give the car death wobbles. The wheel spins back and forth rapidly making your vehicle swerve over the road and it requires a fair bit of force to right it again.

It's a similar story when you hit another car. The wheel jerks to one side and seems to want to go into the wrong direction.

The ease with which you then straighten your car depends upon your velocity at the time.

Needless to say, the jogcon gives the player the accuracy of analogue control as well. Unlike the Dual Shock pads, it is fairly easy to hold a very slight corner all the way. Of course, it's not always as easy to direct as the thumb sticks, but that's the fun of it.

Now for the bad news. The Jogcon's digital direction pad sucks. It is a highly raised perfect cross with fairly sharp corners all over it, but the corners are not the main problem. When playing non-analogue games, it appeared to be far too easy to go in a diagonal direction instead of an intended straight line.

I'm not sure why this is, but often the character would go up as well as right when all I wanted was to travel right. It's a small niggle and indeed it is on the opposite side of the coin to the main purpose of the Jogcon, but there it is. All up, the Jogcon is a strong, sturdy, functional and very attractive

piece of equipment that every racing fanatic should own. Even if you're not a fanatic, you might want to check it out if just for the feel. It's lovely.



MARCH 1999

# Hot Shots

Here's a swag of games due for release soon but which just missed our deadline. We'll have a full treatment as soon as possible. Until then, check out these!



## FREESTYLE BOARDIN'

**Capcom**

The cool snowboarding titles just keep on coming and Freestyle Boardin' is set to be up there with the best. It offers eight different courses, including a downhill half-pipe, a freestyle jumping course and downhill moguls, five different characters and up to 50 different tricks. Butter my muffins, babe!



## ARMY MEN

**3DO**

Tongue-in-cheek action/strategy title that lets you command a squad of green plastic men and take out the tan plastic men with bazookas, flamethrowers, jeeps and tanks. 3DO have redesigned the PC game for the PSX. The best two player split screen action since Armoured Core.



## AFL 99

**EA**

Australian Rules Football fans have been waiting a long time for this one, and all signs indicate that it will have been worth the wait. Grab your chance to control and manage any AFL team and see if you can take them to the Premiership Grand Finals.



## DITW

**ASC**

This is Twisted Metal on water: battle 13 demented characters each with personal arsenal, while dodging swells which throw you high in the air and currents that set you going the wrong way... Offers a battle mode, with open arena where you have to fight to be last boat on the water.



## DESTREGA

**Koei**

If you liked Bushido Blade you'll love Destrega, a fighting game with an emphasis on attacking opponents from a distance with long range attacks. Destrega offers five different battle modes, 12 different characters, a story mode, 12 environments, and is Dual-Shock compatible.



## SHADOW MADNESS

**Crave Entertainment**

An RPG worthy of investigation is Crave's latest offering. Players must solve the cause of a biological disaster that almost wiped out an entire race. Set on the world of Arkose, you play Stringer, a teenager in searching for the truth.

## PLAYSTATION TOP TEN DECEMBER 1998

## 1 Crash Bandicoot 3

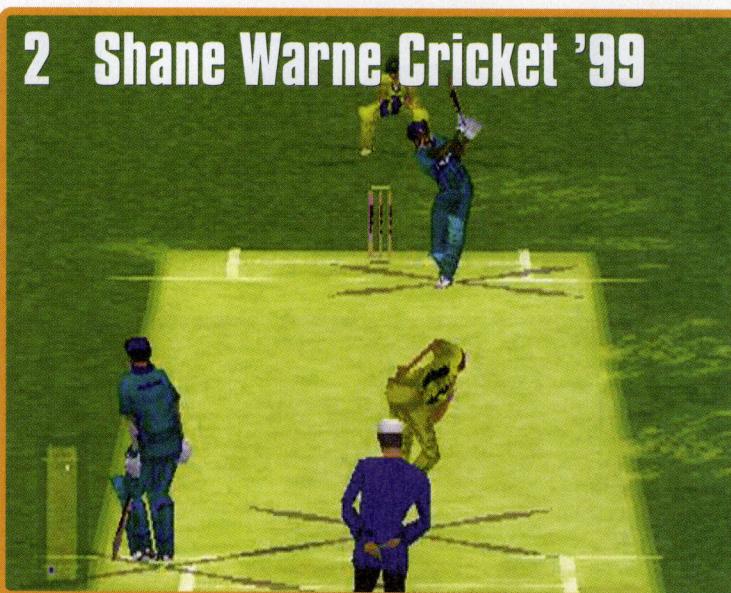


DISTRIBUTOR: SONY

LAST MONTH: New Entry

The bandicoot is back in this latest instalment - King of the hill yet again and again and AGAIN!

## 2 Shane Warne Cricket '99



DISTRIBUTOR: SEGA-OZISOFT

LAST MONTH: New Entry

Shane Warne Cricket is doing just as well as we were expecting - which is pretty damn well.

## 3 Crash Bandicoot Platinum



DISTRIBUTOR: SONY

LAST MONTH: 2

The fact that Crash 1 is only trailing Crash 3 and SWC '99 shows the staying power of a quality platformer.

## 4 Spyro the Dragon



DISTRIBUTOR: SONY

LAST MONTH: 1

Spyro our little dragon friend continues to do well despite the release of Crash Bandicoot 3.



GAME: Tomb Raider III

DISTRIBUTOR: SEGA-OZISOFT

LAST MONTH: New Entry

The large chested action heroine strikes again...



GAME: Abe's Oddysee Platinum

DISTRIBUTOR: GT INTERACTIVE

LAST MONTH: 4

Abe's Oddysee Platinum just keeps popping up!



GAME: Gran Turismo

DISTRIBUTOR: SONY

LAST MONTH: 3

Still the top ranked driver, GT is proving hard to beat.



GAME: Hercules Platinum

DISTRIBUTOR: SONY

LAST MONTH: 8

We can't believe that the muscle man is still here!



GAME: Abe's Exoddus

DISTRIBUTOR: GT INTERACTIVE

LAST MONTH: New Entry

Abe's market appears to have moved back to Oddysee.

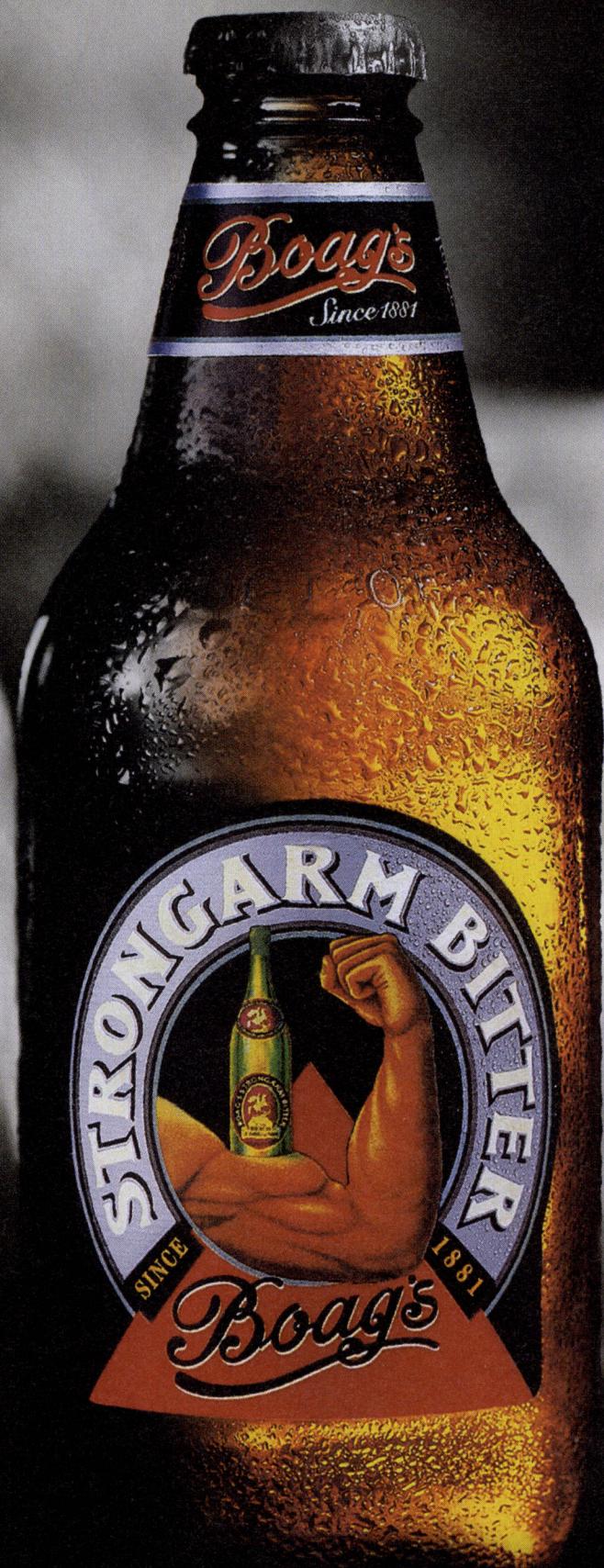


GAME: TOCA 2

DISTRIBUTOR: SEGA-OZISOFT

LAST MONTH: 3

Just scraping in, TOCA 2 is a strong title.



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# WILD RIDE



# WOOLLY

***Andrew Parsons figured that there were too many rally games available. So he wrote a guide to make the decision easier***

**T**here have been many racing games developed for every console ever produced. After all, driving vehicles at fast speed is one dream that is common amongst all ages, and is one of the easiest genres to craft on a games machine.

Sure, some consoles or machines have had other games that were more popular, but no genre has ever taken every single platform the way that driving games have.

Something that prolongs the appeal of the genre is the many types of driving available. From straight simulations of Formula One to the utter mayhem of Destruction Derby to the more cartoonish Wacky Races type games, there is a type of racing game available for everyone. The huge proliferation of games available on the PlayStation makes our trusty grey console one of the ultimate platforms for going fast.

One of the most challenging sub-genres in terms of both development and gameplay is the rally game. Rally-driving would have to be one of the biggest desires of the classic gaming rev-head.

Who wouldn't love to jump in a car and travel as fast as possible through forests, mud, sand and snow? Who wouldn't prefer to perform

spins, tail-drifts, handbrake slides and doughnuts to their heart's content - just because they can? Rally driving in real life is the epitome of the melding of man and machine. Without a true integration, the rally driver is in serious danger of over- or underestimating the car's abilities.

There is no reason why this argument doesn't carry over into the gaming world. Sure, there is a huge following of the more straight racing games like Gran Turismo and TOCA 1 & 2, but anyone looking for the ultimate driving experience needs to look no further than a good rally game.

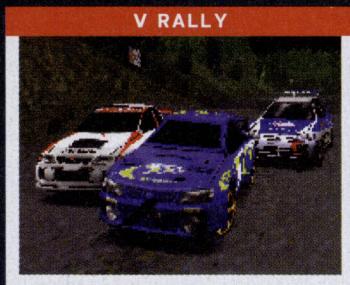
We here at OAPSM love a good race like most of you and so we decided to give you a little rundown of some of the rally driving games available. We hope to whet your appetite and build the flames of your enthusiasm for the ultimate driving experience.

In addition to the classic 'rally' sim, we have given descriptions of a few different games available. These have been included for various reasons, namely, the desire for some gamers to have the wild, woolly experience of rally driving but with a bit of whimsy thrown in, along with other considerations like multiplayer options and the like.

So, without further ado, we give you: The Rally Game.



# WILD RALLY



## NORMAL RALLY GAMES

### V Rally (Platinum)

One of the best driving games when released, *V Rally* has aged extremely well when compared to much newer titles. Couple that with Infogrames adding Dual Shock compatibility to the Platinum edition that came out in the second half of 1998 and you're looking at a game that is at least 12 months older than most driving games but puts the majority of them to shame.

The realistic driving physics coupled with extremely fast paced driving action allowed *V Rally* to capture the hearts of most Playstation fans. Peripheral manufacturers and games shops both recognised the brilliance of this game and provided a myriad of ways to get the game either as a package with a wheel (as in the case of the Mad Catz) or as a discounted title.

*V Rally* provides a thumping soundtrack backing the game and excellent sound effects for engine and brakes squealing. In many ways, this game got the feel of rally driving just right. There was also a large selection of tracks spanning continents and covering a multitude of conditions, from daylight, dusk, dawn and night rallies, and weather ranging from fine to rain and snow.

This one I recommend for everyone. If you're someone who can't afford to buy a steering wheel and are looking for a great rally experience, *V Rally* is the one for you - even those who own the original edition.

### Colin McRae Rally

This game has given me a soft spot for Codemasters that I never had for any developer. They had wooed me with other great games before and since, such as Micro Machines (see below) and Shane Warne Cricket, but it is good old *Colin McRae* that has to take the crown.

*Colin McRae*'s graphics are the rally game equivalent of Gran Turismo. Clean, clear and crisp, *Colin McRae*'s vehicles, obstacles and tracks are detailed and provide great variety between rallies and rally stages. An extra bonus is the amount of leeway the player has for driving over terrain that is not part of the official track. Not so much providing shortcuts or other arcade-type features, what this does is provide a much more believable and immersive environment for the gamer. The number of viewpoints is also

fantastic, with two above car shots, cockpit view, above bonnet view and out in front view. When you use cockpit view, you can even see the virtual arms turning the wheel in tune with your controls and changing gears at the appropriate time - fantastic!

The sound and subtle Dual Shock implementation serve to provide the final nails in the coffin in making this game a complete rally experience. Feeling and hearing the difference between driving on gravel versus mud versus the deep piles of leaves present on the roadsides in the Australia Rally versus the crunch of snow in the alpine circuits is a dream come true.

I shouldn't have said circuits, because besides the special stages provided after some rallies, all of the rally stages are one way tracks, with the finishing point nowhere near the starting point (just like in real life).

It bears noting that *Colin McRae*'s a true rally experience and as such you don't actually see the other cars you race against (except in two player mode). Instead, you're racing against the clock, trying to get the best time.

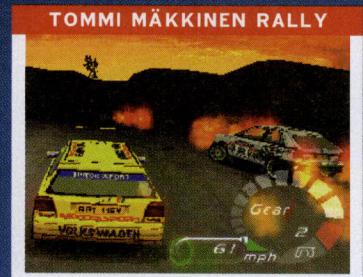
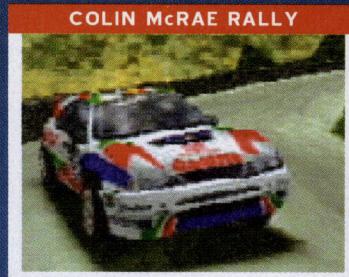
In addition, add a realistic damage model and repair mechanism to make it more realistic. Try driving with one headlight, or try to beat the best time without your top two gears. It's things like these that have put *Colin McRae* at the top of the Rally genre, and for some, at the top of the entire driving genre.

### Tommi Mäkinen Rally

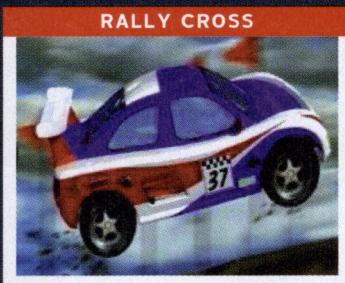
Unfortunate timing relegated this game to very much a backseat to *Colin McRae* Rally. Taken in isolation, *Tommi Mäkinen* is an excellent attempt to provide the rally experience. The cars appear realistically modelled (not too dissimilar to those in *Colin McRae*), and the driving experience is enhanced by a solid music soundtrack and good sound effects.

*Tommi Mäkinen* is also Dual Shock compatible and provides a nice feel for the gamer in terms of response and feedback. Graphics are crisp and clear, with the cars appearing shorter in length when compared to the same vehicles in *Colin McRae*. Figure them to be about the same size/shape as *V Rally*. The background environment is also done quite well, with lighting and landscape combining to give the right mood for the type of race.

My minor beef with this title (and most of the others) is the arcadey feel. In *Tommi Mäkinen*, you race against computer opponents in true race style. This means bumps and scrapes and the usual accidents caused purely by other cars on the road (yeah, sure it was the computer's fault, ed.) which take away from the experience. Couple this with a flat road surface and you come up with a game that just doesn't give you the feel that you are racing against good old mother earth, just you and your car against the forces of nature.



# WOOUW



## Rally Cross

The only 4 player rally game in existence, *Rally Cross* found a niche and has, amazingly, kept it for over 2 years. Besides this absolutely tremendous feature, *Rally Cross* doesn't provide much else to shoot it above the rest of the pack. The graphics are reasonable but not great. For instance, the objects become quite blocky as they get close to the screen.

There are three basic tracks available at the start with more tracks and more alternate routes opening up on these original tracks as you progress through the game. It also gives you the option of racing the tracks in forward, reverse or the amazing head-on mode. This spectacular suicide mode has you driving in one direction with all of the other cars headed in the other - what an experience!

Also, something that may attract true rally/off-road drivers is the fact that the tracks are actually more terrain than road. There are bumps, dips and imperfections scattered over the surface of the track, which results in you bumping around all over the place. A close to real experience if you've ever driven on a dirt road at speed.

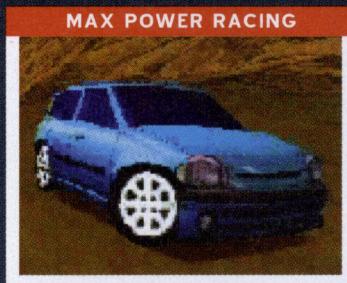
## Max Power Racing

This game is sort of a rally and street racing blend. Let me explain. *Max Power Racing* is supposed to provide a rally driving experience but the feel of the game is more akin to a road race. The tracks all look slightly above average and look like they're supposed to be off-road tracks, but there is definitely not the offroad feel that you get from Colin McRae or the Rally Cross series.

The car models are a bit blocky but are functional and the all important car setup options are available for the enthusiastic player. Unfortunately, *Max Power Racing* only provides a single player experience and this fact does let it down when considering the untold number of hours that can be added to the replayability factor when considering human opponents.

## Rally Cross 2

An extremely disappointing attempt when compared to older titles, *Rally Cross 2* is the latest entry in the 'serious' rally sim. Even the original *Rally Cross* has features that have this game beat.



The graphics appear quite blocky, especially when you look at them up close, the sound is also a high-pitched whine that goes along with a constant shudder on the controller and the computer AI appears a little strange, sometimes perfect, while in other races not being able to drive a straight line.

Like its predecessor, *Rally Cross 2* sports more terrain than road and allows you to race the tracks in forward, reverse and head-on modes. Unlike its predecessor, this game only supports 2 player multiplay which takes away one of the best features of the original, and leaves a fairly run of the mill game.

Finally, this game has a limited tile-based track editor that is functional but fairly simplistic. It is obvious that you can't create tracks like those that come with the game with this tool. If you like creating tracks, why don't you look at Moto Racer 2 below - a much better editor and a much more fun game too.

# SMALL CAR RACING

lest you, the readers, think that the only type of rough and tumble racing is available as a (relatively) serious rally sim alone, we have provided some descriptions of some more fun titles.

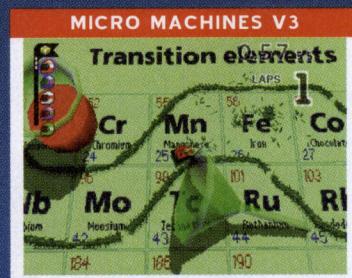
Yes, there were others we could have mentioned in this category, like Supersonic Racers, Wacky Racers, Buggy, etc. but the following three give a good idea of the type of game experience that they all provide.

## Micro Machines V3

A brilliant game, *Micro Machines V3* provides long term playability, a twist on wild racing and a fantastic multiplayer experience.

For the few who have yet to experience the joy of this game, *Micro Machines V3* puts you in control of a toy car - about the size of a matchbox, maybe a touch smaller. You put these vehicles through their paces in six different environments, from the beach, the garden, the breakfast table, the restaurant, the schoolroom and of course the pool table.

The controls are simple and there is only one vantage point - from above - but these things mean that the game is accessible to a much broader range of people.



# WILD RIDE

## Motor Mash

Another small car racer, this one puts you on more fantastical tracks with your mini-cars racing along in City, Amazon, Wild West, Snow, Graveyard and Underwater. It is extremely colourful and the sound effects are fun but the gameplay is quite limited and the multiplay is restricted to only 4 (compared to Micro Machines' 8).

The computer AI is unerring and the engine doesn't appear capable of handling 4 cars on screen at all well. This game looked set to give us a great taste of small car, off-road racing, but due to its flaws has come up second best to the other two titles here.

## Circuit Breakers

Multiplayer is only available in a two player variant in *Circuit Breakers*, but the tracks and vehicles make this one of the best mini-racers for off-road and rally freaks.

The driving model is excellent for a racing game of this style and the many tracks are detailed, crisp and extremely enjoyable.

The variety of tracks and vehicles is amazing as well with the track design covering basically every kind of terrain you can think of and the vehicles including things like subs, which are definitely not a common thing to race!

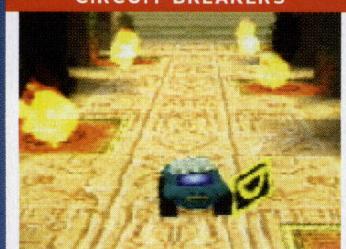
The viewpoint is a free roaming camera style and resembles a much more regular driving game when compared to Micro Machines' fixed top down view.

With 32 tracks available on the CD, and more being available on one of our demo disks a while back, this game is great for replayability, although it is let down in its multiplayer side by only being 2 player.

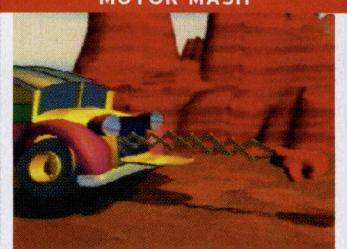
## TWO WHEELERS

Of course, not all rally racing is isolated to 4 wheel vehicles. There have been some quite good 2 wheel motocross racing games as well, and for those who prefer to bike over drive, the following are a small selection of those cross-country 'cycle games available.

CIRCUIT BREAKERS



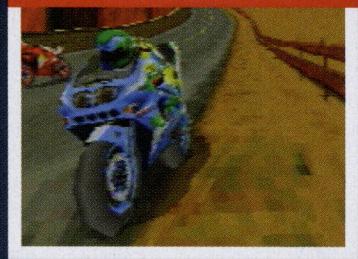
MOTOR MASH



MOTO RACER



MOTO RACER



## Moto Racer

Given 8 out of 10 way back in issue 6, the original *Moto Racer* is still one of the best motorcycle games out there. Concentrating on the off-road racing side of things, *Moto Racer* offered a very good selection of outdoor and stadium tracks with a silky smooth screen update and no evident slowdown even with 8 bikes on the screen.

The redraw point, which at the time it was originally released was surely a problem for a lot of titles, was way off in the distance and the textures are highly detailed. Couple this with a satisfying engine noise and veritably hoonin' soundtrack, *Moto Racer* provides an excellent 2 wheel off-road experience.

The track design is near faultless, even by today's standards and the difficulty gets progressively harder as you progress through the tracks.

In addition to the off-road experience is a similar on-road encounter. This game is one to get if you're after a two-wheel experience.

## Moto Racer 2

This game is obviously the sequel to the original *Moto Racer*, and I'm not talking about the name of the game. The graphics, track design, sound and music are all of even better quality than the original, and the detail has to be seen to be believed.

It is actually rather hard to believe that graphics this clear and crisp can come out of the little grey box we all know and love, but they do and there is only a very slight decrease in framerate when compared to the original. When the graphics are this much better though, that drop is not a bad trade off at all.

Like the original *Moto Racer*, *Moto Racer 2* provides both off-road and on-road experiences, with the championships that are available being street course, motocross, and a combination of the two. This last championship is the ultimate in two-wheel racing, with the player requiring skills for speed and tricks.

One EXTREMELY nice addition to this title is a track editor. This little beauty is actually extremely intuitive to use and allows you to easily change elevation along with the normal track editing type of things, like where to place corners and the like. The elevation adjusting is the especially cool item on this agenda as it allows you to create some absolutely amazing motocross tracks.

# WOOW

## VMX Racing

What an unfortunately bodgy game. I wouldn't have included this in our line up except that I wanted to show some of the competition for the Moto Racer series and this is one of the only true off road bike games on the PSX available. If you've seen Microsoft's Motocross Madness on the PC, you'll know what this game tried to do. It tried to emulate those Crusty Demons of Dirt but fell far, far short. The graphics are extremely rough and blocky and don't help this title at all.

The computer AI is basically non-existent and if you bump into another rider the result is either you stacking it and them continuing on their merry way, or, wait for it - you stacking it and them continuing on their merry way. Good, huh?

The sound is as (not) good as the graphics. Apparently the makers of the game recorded actual real engine noise and crowd cheers. But also completely obviously, they didn't actually clean it up for the game - the result? Yech!

## FUTURISTIC RALLY GAMES

Finally, not all rally games fit the conventional mould. The following title doesn't quite fit the exact definition of a rally title, but has so many elements in common with them that we felt we should really include it here.

### Rollcage

This game is a futuristic racer that has a lot of the same elements you look for in a good rally game. While not described as a rally game, when you see Rollcage's tracks and the motion of the vehicles, you'll realise that this little gem can give you the pounding you're looking for in an extremely fun way.

A rollcage is a vehicle with absolutely monstrous wheels, an extremely lightweight chassis and a cockpit that is semi-detached from the rest of the car. This latter component in combination with the wheels that protrude both above and below the body of the vehicle means that if you flip upside down, the cockpit rotates to allow you to continue racing.



The lightweight chassis enables you to drive up walls and even drive along the ceilings of the many tunnels and underground areas of each track when you achieve a high speed.

A much more arcade style game, Rollcage comes replete with powerups, shields and boosters embedded in the track. Speaking of the tracks, this is one of the reasons why this title has been included here. Sure there are the road tracks, but when you race along a lava filled canyon or a snow filled valley, you can see the off-road style of racing becoming more and more prevalent.

With a silky smooth framerate and absolutely gorgeous graphics, Rollcage is extremely hard to go past.

## CONCLUSION

If you haven't tried the rally experience on your PlayStation yet, you are surely missing one of the best aspects of owning said console. In combination with a Dual Shock controller, or a force feedback steering wheel, we guarantee that you will have a great time.

For those who have tried rally and have turned away from this experience in disgust, we say "Shame"! Either you've tried the wrong game for your playing style or just experienced a really bad game.

If there is a rough and tumble game that you prefer over the ones that we have outlined here, then why don't you just write in and let us know. I'm sure that I, along with the rest of the team would really love to hear from you.



# ATTACK OF THE SAUCERMAN

Another B-Movie? Or another B-game? We just hope that it will B-good...

PUBLISHER: TBA  
RELEASE: TBA

**A**ttack of the Saucerman is due to be released in America very soon (if not already) and it should arrive here in a PAL format in around a few more months.

The title suggests another B-Movie type of game involving the protection of planet Earth from hordes of invaders from outer space, but it is in fact an intelligent and mostly peaceful adventure aimed at the younger generations.

*Attack of the Saucerman* puts the player in the shoes (or whatever they wear) of one of the extra-terrestrials, called grimloids. Indeed, the game is about greedy green men taking over the world.

The twist is that you are a sympathetic grimloid, named Ed, and you are trying to stop your fellow foreigners from their power-crazed takeover of the humble planet.



Being the good guy in this scenario presents an interesting paradox considering that your own race hates you for foiling their plans, and the human race hates you for being one of "them". Things get sticky when Ed runs into his fellow grimloids, but they get more wacky when he runs into the U.S. military.

*Attack of the Saucerman* will play in 3D and in a third-person perspective so you can see yourself. The player will be able to direct their



Ed in any direction with full freedom of movement, as is the trend of most games of the late 90's.

There will be weaponry, of course, that you must use to dispose of your enemies, which you'll be making plenty of during your noble quest. The standard Martian raygun will appear, as well as many other more unusual tools such as the love bomb. Use this on someone and they fall deeply in love with whatever they next see, usually Ed.

1. A novelty bottle-opener
2. Aargh! Killer muppets!
3. 4. 5. The 2D sprites work pretty well in the 3D environments

It is a far cry from the "kill the alien scum" stuff we are used to. *Attack of the Saucerman* hints at a less conventional storyline, which suggests a new streak of gameplay.

The visual side of things shows a childlike approach in the graphics, making environments appear cartoonish. However, there is imagination throughout and players won't be bored by the surroundings.

It looks fresh and funky, with humour thrown in for good measure. At the moment it's difficult to picture this title flopping too badly and we can't wait to get our own copy. We'll keep you informed on its progress.

# CIVILIZATION II

THE ULTIMATE VERSION OF THE BEST-SELLING STRATEGY GAME.

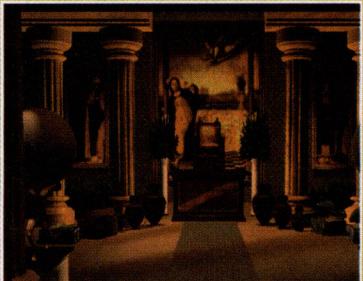
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# RAYMAN 2: THE GREAT ESCAPE

The rainbow-coloured alien is back, and following in the footsteps of Gex, Bubsy and Megaman, he too is now venturing into the third dimension

**PUBLISHER: UBISOFT**  
**RELEASE: TBA**

The disjointed extra-terrestrial visitor is returning to the PlayStation, and other formats, in the tradition of the nineties: 3D style.

The rainbow-coloured alien has been transformed to fit into the third dimension and he's looking finer than ever, surprisingly corner-free.

The Great Escape has a new bunch of baddies stealing Rayman's friends away from him, so it's just as well that he has a new bunch of abilities with which to combat this evil menace.

Not only has he still got his balls of plasma and the ability to hover using his head as a propeller, but this time around he can swim, climb, swing, jump and somersault.

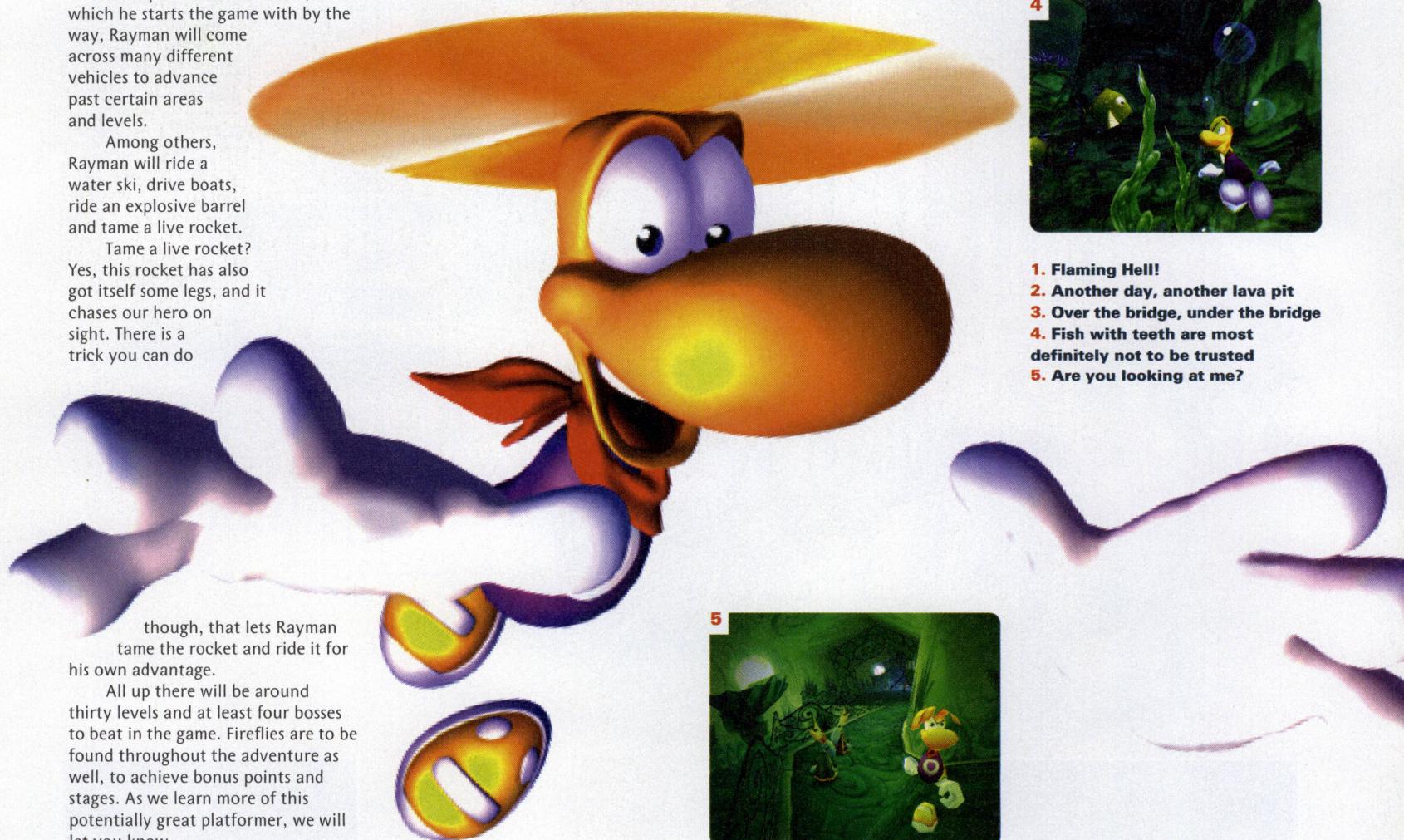
On top of his new abilities, which he starts the game with by the way, Rayman will come across many different vehicles to advance past certain areas and levels.

Among others, Rayman will ride a water ski, drive boats, ride an explosive barrel and tame a live rocket.

Tame a live rocket? Yes, this rocket has also got itself some legs, and it chases our hero on sight. There is a trick you can do

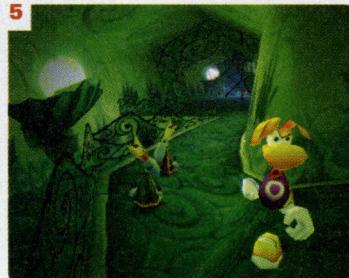


1. Flaming Hell!
2. Another day, another lava pit
3. Over the bridge, under the bridge
4. Fish with teeth are most definitely not to be trusted
5. Are you looking at me?



though, that lets Rayman tame the rocket and ride it for his own advantage.

All up there will be around thirty levels and at least four bosses to beat in the game. Fireflies are to be found throughout the adventure as well, to achieve bonus points and stages. As we learn more of this potentially great platformer, we will let you know.



# SCHOOL SPORT?



HAVE A BLAST...  
GET A HEAD...

# D.I.R.T.

**Disorderly inmates reek terribly? Do it really thoroughly? Don't ignite rancid turds? Well, one thing it stands for is trailbike fun**

**PUBLISHER: TBA**  
**RELEASE: TBA**

**F**uncom are currently working on a little game, but they don't know what they're going to call it yet. *D.I.R.T.* is the working title at the moment and it's pretty apt too, considering the nature of the game.

There have been a few motorbike titles for the PlayStation, the most notable surely being the MotoRacer series. However the ones which concentrated solely on dirt bikes were not so hot.

Remember VMX Racing? Well, there's a good reason that you don't - it sucked. What we have here could be the answer to the recent drought of decent dirt bike simulations.

It's still in the very early stages of development, yet *D.I.R.T.* looks as though it will be a hit, boasting smooth animation and a fair frame rate. The physics of the game are said to be highly realistic, too, making for a true challenge on two wheels.

Stunts will be a key feature, naturally. They'll be hard to avoid too, with the tracks as humpy and bumpy as they are. The game will

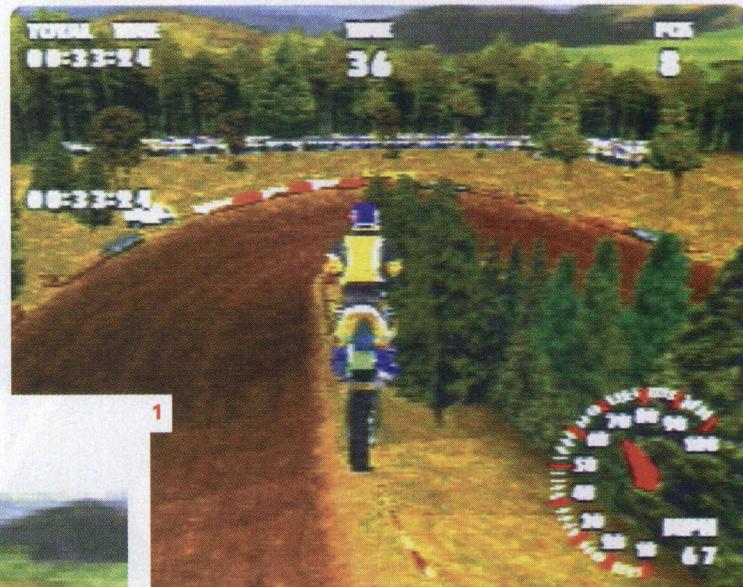
even record the longest air time achieved by the players during a race, so the levels of competition are not limited to who comes first.

There will be seven modes of play to muck around with in the final product: championship, two player, practise, training, time attack, single mode and arcade. Such a wide range of modes should keep the rev-heads happy for months.

There will be nine bikes to choose from in the three classes of 125cc, 250cc and 500cc. Combine that selection with twelve tracks to



2



1

1. This is what we call air
2. This is what we call BIG air

race on and you have a complete recipe for fun. There will even be weather options so racers can enjoy the sunshine or race in the wet, depending on their mood at the time. We will tell you more when we find out more about *D.I.R.T.*

# STREET SK8ER

**PUBLISHER: EA**  
**RELEASE: TBA**

**S**treet Sk8er is coming to the PSX from the little-known developing company Micro Cabin. EA have decided to publish the first skateboarding title for the PSX in America, and hopefully they'll do the same here.

It has been forever, literally, since there was a skating game on our blessed console, so naturally we're a little hyped up in anticipation of this one. As these piccies suggest, the game will play in full 3D, with large polygonal characters in a range of cityscape environments.

Taking a few tips from Sega's *Top Skater*, *Street Sk8er* is a cross between racing and pulling off spectacular stunts. A simple survey



1. Go girl! Skate that railing!



2. Big air equals big points

showed that what the kids wanted was enormous air, and so they shall have it. The emphasis on performing tricks will be a constant theme in *Street Sk8er* with ramps, rails, walls, poles, stairs and benches everywhere to slide on and jump from.

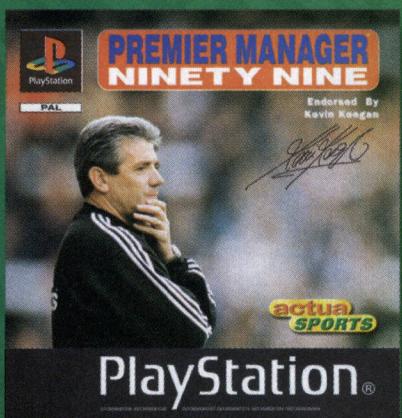
Apparently there will be over 200 individual moves to pull off in the air and on the ground, even more when you include combination manoeuvres. Also there will be four characters to select from, each with their own advantages and faults.

The track design is said to be varied, with Street Tour and Free Skate modes. In Street Tour you skate through a circuit as fast as possible, pulling stunts and getting as much air as you can. At the end of the course you are scored by the time you took and the tricks you did.

Depending on how well you performed, you may be granted access to a new character or a new route in the course. This way there is always the incentive to achieve better results and there is always something more to earn.

*Street Sk8er* has other notable features such as the excellent camera programming and the option to skate by day or by night. We haven't played this game for ourselves as yet but we'll give you a preview and full review in future issues.

# THE BIG HEAD



"TRULY  
THE NO#1  
SPORT MANAGEMENT  
GAME ON PLAYSTATION"

# THE POT HEAD

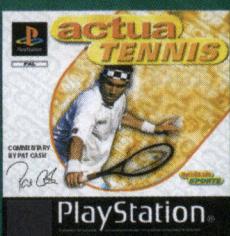


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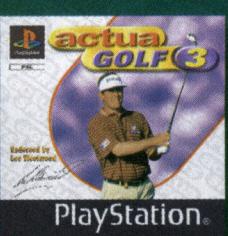
# KICK'N HEAD



# WHACK-IT HEAD



# CLUB'N HEAD



**actua**  
**SPORTS**

AS ALWAYS AHEAD OF THE GAME

PREMIER MANAGER99 • ACTUA POOL OUT ON  
ACTUA SOCCER 3 • ACTUA GOLF 3 \*ACTUA GOLF 3 NOT AVAILABLE ON PC CD-ROM



&



# IRRITATING STICK

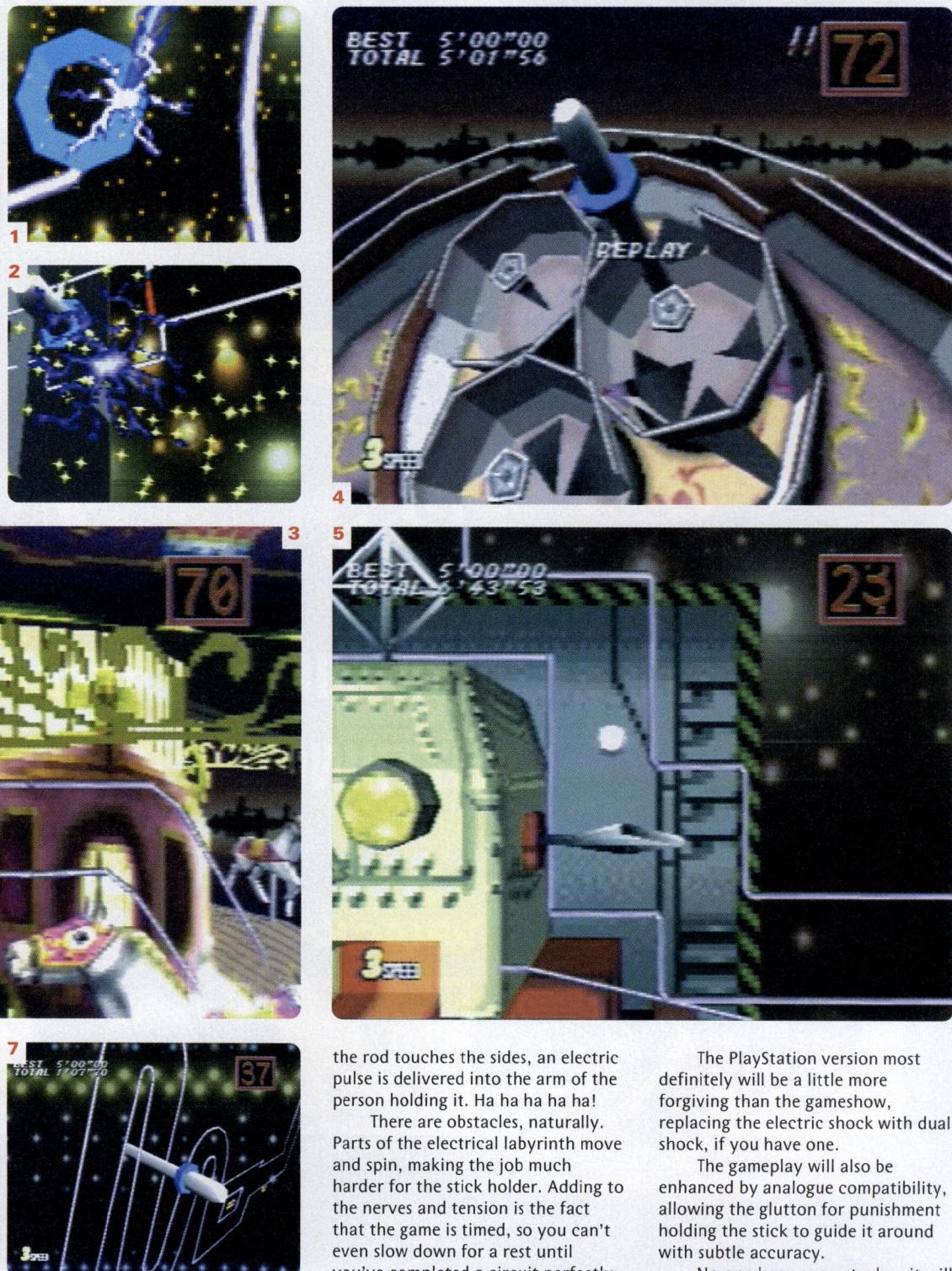
Feeling a bit too relaxed? Is there nothing to stress you out? Is a serene calm taking over your life? This could be the game for you!

PUBLISHER: TBA  
RELEASE: TBA

There is a reason that only 20% of all Japanese PlayStation games make it out of Nippon - they're all so very strange. Well, to us they can seem rather weird, but in the Land of the Rising Sun games are there to be played, not analysed.

Now there is genuine hope that one of the strangest games ever conceived will come across the oceans to our shores. *Irritating Stick* is set to debut in America on the great grey box; with luck it will follow up here as well.

Based on a popular and inane Japanese gameshow, *Irritating Stick* involves the contestant guiding a metal rod (the 'stick') through a charged metal maze. If at any time



1. Ow!
2. I said OW!
3. There's more to the background than boring metal piping
4. More metallic mayhem
5. Is that a spaceship?
6. These fans don't want your autograph
7. THE irritating stick

the rod touches the sides, an electric pulse is delivered into the arm of the person holding it. Ha ha ha ha!

There are obstacles, naturally. Parts of the electrical labyrinth move and spin, making the job much harder for the stick holder. Adding to the nerves and tension is the fact that the game is timed, so you can't even slow down for a rest until you've completed a circuit perfectly.

*Irritating Stick* is currently playing in a few arcades in Australia, using a trackball for sensitive accuracy. If you were to play it, you'd find that it lives up to its name.

The PlayStation version most definitely will be a little more forgiving than the gameshow, replacing the electric shock with dual shock, if you have one.

The gameplay will also be enhanced by analogue compatibility, allowing the glutton for punishment holding the stick to guide it around with subtle accuracy.

No-one knows as yet when it will be released in this country, or even if it will be released at all - it depends on the kind of success it has in the US. We will, of course, keep you all well informed on its progress.

# ACE COMBAT 3

We weren't sure if the rumours were true until now. THANK GOD THEY WERE!

PUBLISHER: TBA  
RELEASE: TBA

Not a lot is known of the third instalment in Namco's famous air combat series, other than the fact that it looks fantastic. We have a few shots of *Ace Combat 3* and judging by the evident graphical detail in them, it would seem that it will do to AC2 what AC2 did to *Air Combat*.

We hope that Namco live up to their godly reputation with the addition of more planes, missions and improved gameplay. However, even if it turns out to be all but identical to *Ace Combat 2*, we wouldn't be too disappointed considering the majesty of that amazing sequel.

AC2 still has us soaring through the skies every now and then and it will always have a place on our shelves here at the office.

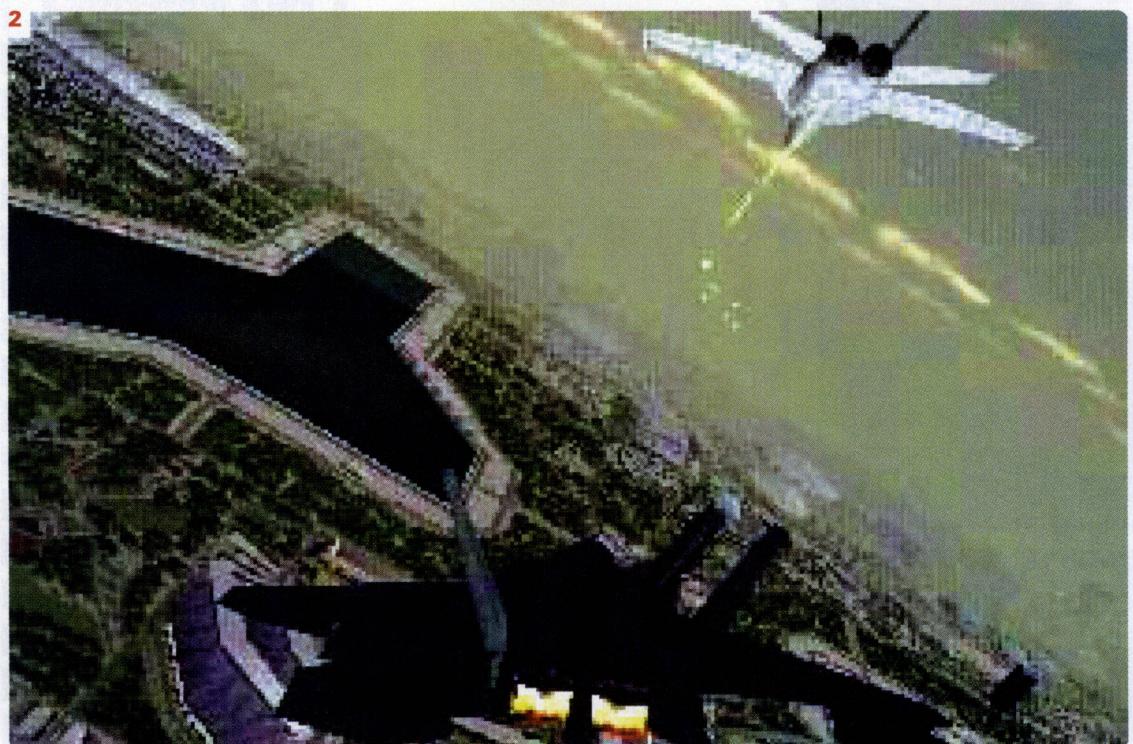


1



3

1. The buildings are better
2. Close and cautious dogfighting
3. There's a lot more onscreen data than in *Ace Combat 2* or *Air Combat*
4. I used to own one of those...
5. Bogey at three o'clock!
6. Not crop circles
7. Beautifully sharp, crisp and clear



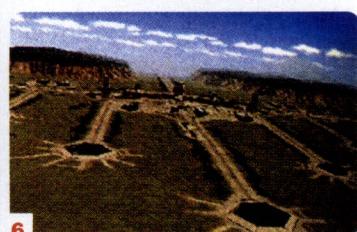
2



4



5



6



7

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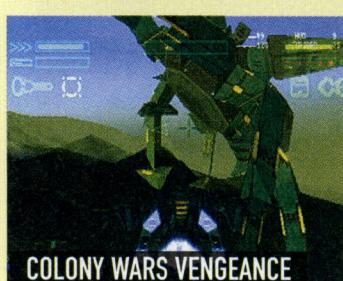
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# PLAYTEST CONTENTS

## REVIEWED IN THIS ISSUE....



Every game featured in our Play Test section has been reviewed independently and objectively by our team of writers. We aim to give you an informed idea of what the game is about and, most importantly, whether it's good or bad. Each title reviewed receives an overall score out of 10 which should be seen in the context of the type of game and in relation to similar titles it's competing with.

### THESE FACTORS ARE AWARDED UP TO FIVE STARS

- Graphics** Does the game look good and has it taken advantage of the available technology?
- Sound** The PlayStation offers developers the potential to create mind blowing audio. Have they?
- Gameplay** This is what it boils down to. Is the game enjoyable and fun to play, or will you hurl the joypad at the TV?!
- Lifespan** How long can you expect this game to hold your interest? Will you play again after you've beaten it?
- Presentation** Does the game have an intuitive interface, or do you spend half the time in set up screens or waiting for it to load?
- PLAYERS** Some games allow two or more players to take part, either alternately or simultaneously, and some can even be linked to a second PSX for full-screen head-to-head two-player action.

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One of the best shooters makes another entry - this time as Platinum. Is it still worth it?



**GAME FEATURES** Many games take advantage of after-market devices such as analogue controllers, steering wheels, Sony's PSX Mouse, various light guns, the Multi-tap four-player adaptor, memory cards and other peripherals and accessories

**ALTERNATIVES** A selection of games similar in concept or appeal to the one reviewed. If you enjoy the games mentioned here, chances are you'll get into the game on review.

**10**

An instant classic, you must play this game!

**9**

Exceptionally good. Add it to your collection now

**8**

A very good effort more than worthy of attention

**7**

A good game that does the job it was designed to

**6**

Has some nice ideas, but could have been better

**5**

Not good, but OK if you like that sort of thing

**4**

This is not what you bought a PlayStation for!

**3**

Oh dear, something has gone horribly wrong...

**2**

Don't bother, a waste of both time and money

**1**

Impress your friends with a cool black drink coaster!

# Metal Gear Solid

■ PUBLISHER: GT

■ DEVELOPER: Konami

■ RELEASE: April

■ PRICE: TBA

■ CLASSIFICATION: M

**At long last, the game we've all been waiting for - MGS will be the MSG to add flavour to every PlayStation platter**

**A** few years back the 'interactive movie' was being trumpeted around by Hollywood studios and newspapers, proclaiming it to be the next step in gaming.

But as it turned out, watching grainy FMV with bad acting and clicking, the next path the narrative is to take proved to be neither a fun gaming or cinematic experience. Clearly the concept surely needed another approach.

It was the French-developed *Alone in the Dark* that paved the way for arguably the Playstation's first truly cinematic gaming experience: *Resident Evil*, which along with its sequel has managed to generate more shocks and suspense than many horror movies.

*Metal Gear Solid* is Konami's highly anticipated cinematic espionage game that takes place in a politically charged near-future setting. Directed by industry luminary Hideo Kojima, it most definitely pushes the game/movie hybrid to a new level.

## To CG or not CG?

Originally slated to contain full blown CG cinema sequences like *Resident Evil* 2's opening, Kojima nevertheless decided to render them using the in-game graphics engine to great effect.

The gripping intro starts with a US submarine in the Bering Sea planning a top level infiltration mission. Colonel Roy Campbell briefs Solid Snake that terrorists have occupied a nuclear disposal facility located on Shadow Moses Island.

Demands have been issued, with the threat of nuclear strike for non compliance. Led by a rogue member of Fox-Hound Liquid Snake, the terrorists must be stopped.

Campbell's voice over continues as Snake is launched in a 'one man SDV' (essentially a modified torpedo) towards the island; the impressive film direction and tense atmosphere brings to mind movies like the opening of James Cameron's 'The Abyss'.

## Call me!

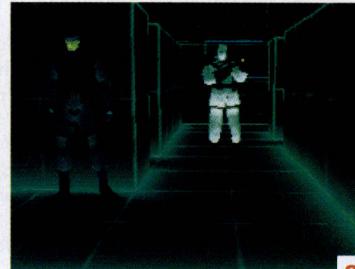
The game is punctuated with large amounts of dialogue; in no time you will be introduced to the support cast via the CODEC, an incredible communications device.

The screen features the monochrome portraits of Snake and who he is talking with. It is illustrated by Art Director Yoji Shinkawa in his distinctive brush work style. There's also minimal but effective animation to convey various facial expressions.

CODEC conversations vary between instructions to help the player progress, narratives to drive the plot, warnings of imminent danger and total fluff pieces of bits of chitchat!

## Training

If you feel like getting warmed up at all before you start the mission, the VR training mode puts Snake in various configurations of mini mazes with cameras and guards.



3



4

1. A high-tech joint that Snake must sneak into unnoticed
2. 3. 4. The training mode lets beginners practise their stealth



## Virtual Sets

The first main building housing tanks lies at the end of a snowfield and helicopter landing pad. The lack of music, with only some wind effects and Snake's footsteps heighten the atmosphere.

Each of the four main buildings of the facility are detailed and well planned; the development team had reportedly laid out the entire floor plan using Lego prior to constructing the sets on computer.

They're quite varied too; while the tank hangar is utilitarian in feel, housing an armory and jail cells, the nuclear weapons storage building boasts a most luxurious office/library, spacious workrooms and nice bathrooms. The final blast furnace compound is a sprawling subterranean complex with the first section reminiscent of the metal factory at the end of *Terminator 2*.

The object is to make it to a designated point on the maze without at all being spotted.

A briefing mode sheds more light on how Snake has been 'persuaded' to take part in the mission, despite having retired from Special Forces Unit Fox-Hound.

Presented as videotaped interrogation interviews, this section once again features the absolutely incredible brush work style artwork of Mr Shinkawa.



Huge elevator platforms (like in the classic anime *Akira*) take you underground to the confrontation with Liquid and others.

Not only is sneaking around inside the buildings suspenseful, the snowy passages between each of them are full of anti personnel devices, guards and savage animals in various combinations.

The graphic level of the game is outstanding with many subtle touches. Shadows play across the surface of the SDV as it enters the canyons of the island's perimeter and the freezing climate is apparent by the character's icy breath.

Snake exits the water at the start of the game, creating ripples on the surface. Characters spray blood when hit by bullets (or fists during punchups) and their movements are well animated.

Their gestures during conversation - though fairly natural - are not quite the 'virtual actor standard' that Hollywood directors are trying to achieve. Nevertheless for the PlayStation, Snake and co give a very convincing performance.

### Out of sight

Stealth is one of the most important skills to master in *Metal Gear Solid* as you're unarmed during the first warehouse area. The entire facility is patrolled by scores of Genome Soldiers with heightened combat instincts; even when you

pack some serious heat later in the game, gunfire will usually attract more guards, so shoot with caution.

Not quite an infiltration simulation, the game balances reality with 'game reality' (which makes things more forgiving - and fun). It would truly suck to be spotted in the first five minutes and spend the entire game on the run!

Using the radar, you're able to see where guards are patrolling and the direction they're looking in, so stay out of their sight. Should you be spotted, radar becomes unusable as the guards enter Alert Mode and you must escape their vision.

Outrun them long enough for the countdown to reach zero and Evasion Mode kicks in, where they're still on general alert.

If you manage to keep out of sight a short while more, the guards will end up returning to their standard patrol pattern. In some areas the radar is unusable due to heavy jamming, which only heightens the suspense.



1. Green gas is bad on the lungs
2. Gas mask, 1st person viewpoint
3. Terrorist, with warheads
4. Thermal goggles show heat

### Shocking gameplay

*Metal Gear Solid* features the best use of the Dual Shock pad to date; if you don't have one, do yourself a favour and buy one before playing this!

Most situations that involve some kind of jolt to Snake's body is replicated on the pad, whether it be riding an elevator, getting caught in an explosion or the final crack when you snap a guard's neck.

Even cinema sequences employ the shaking feature. In an early scene where a Hind-D helicopter gunship takes off, the vibrations become more intense as it flies closer to the camera.

Best of all is the added shock when Snake is spotted by a guard, chances are you'll be jumping as much as you did playing *Resident Evil* 2.

### Thrilling sound

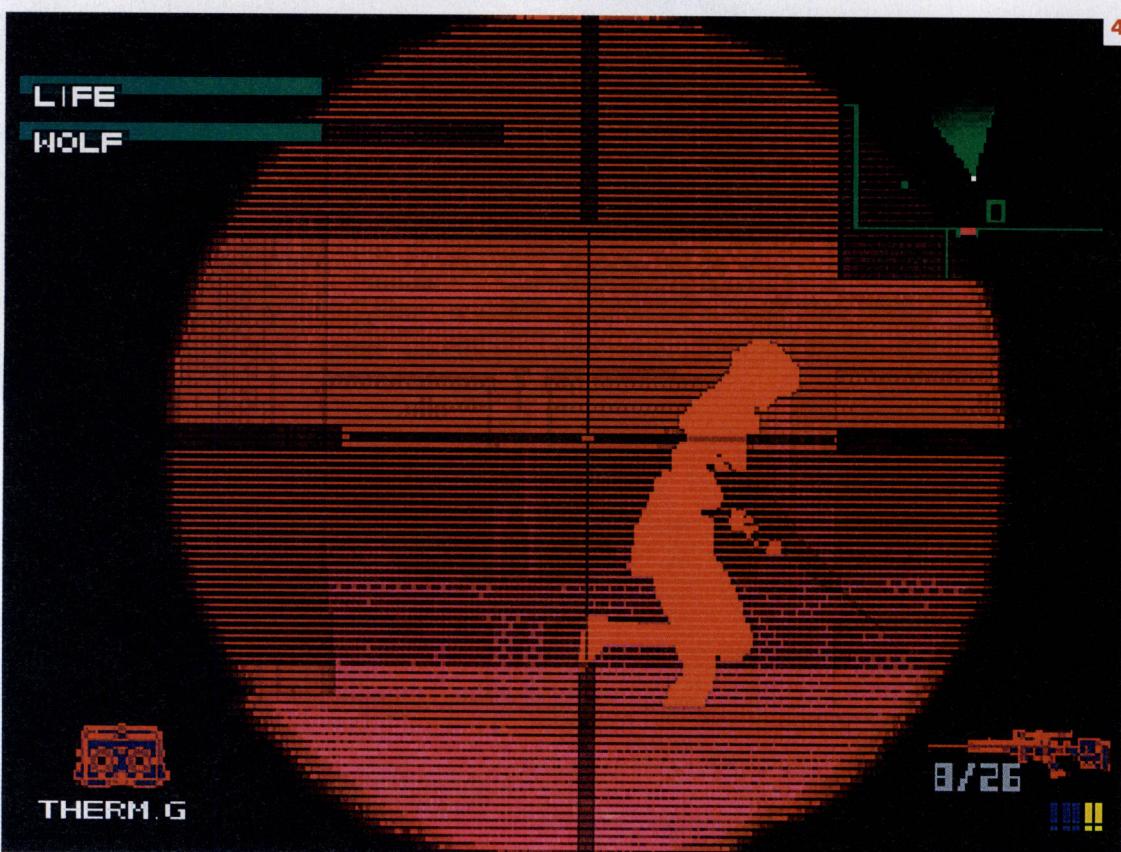
The audio complements the visuals perfectly. The music is in turns electronic based, subtle and menacing, escalating to full-orchestration should Snake be discovered. There's also some beautiful lyric-less vocal pieces.

Generally *Metal Gear Solid*'s excellent score is best compared to the music for the Harrison Ford political thrillers like *Patriot Games* and *Clear and Present Danger*.

Sound effects are equally well produced, with some beefy explosions courtesy of the Hind-D's missiles and the ultra cool stealthy 'swish' of Snake's guided Nikita missile.

With so much dialogue, whether it be during CODEC conversations or movie sequences, I'm happy to say that the English voice acting is quite good - much better than many cringeworthy anime dubs.

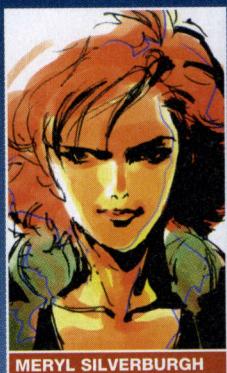
Interestingly, Snake sounds uncannily like Kurt Russell's character Snake Plisskin from *Escape from New*



# THE HEROES OF METAL GEAR SOLID



SOLID SNAKE



MERYL SILVERBURGH



ROY CAMPBELL



OTACON



NAOMI HUNTER



NINJA - GOOD OR BAD?

## Solid Snake

Retired legendary Fox-Hound soldier living a nomadic existence in Alaska. Refers to his 50 huskies as family and enjoys dog sled racing. According to old war buddy Roy, he's living in denial of his true status as a natural born soldier. He's regarded as an expert in combat and infiltration, with no mission is too tough to take. But now, all he wants is to be with his dogs! Unfortunately he has no choice but to accept this mission.

## Meryl Silverburgh

Campbell's fast talking touch-chick niece who dreams of being as cool and deadly as the famous Fox-Hound operatives. Well trained as a soldier - except for the killing bit. Love how she walks.

## Roy Campbell

The man with the plan in command of the mission. Like Snake, he's ex Fox-Hound. Think of him as a

cross between Sam Trautman from the Rambo flicks and Bob Hawke of Escape from New York. Like the latter, he coerces Snake's cooperation in the mission through blackmail.

## Otacon

An employee within the nuclear facility, Otacon is a friend you make after rescuing him from a situation where he wets his pants. Literally. His knowledge of the computer systems in the base are invaluable.

## Naomi Hunter

Medical Staff chief, responsible for injecting Snake with the nanomachines and anti-freezing peptide to aid his mission. Her past is somewhat sketchy, which is why she entered the field of genetics: to find out more about herself through DNA.

## Ninja

A rather mysterious character whose intentions remain unknown.

# THE VILLIANS OF METAL GEAR SOLID



LIQUID SNAKE



VULCAN RAVEN



PSYCHO MANTIS



SNIPER WOLF



REVOLVER OCELOT



DECOY OCTOPUS

## Liquid Snake

Solid Snake's nemesis...geddit? Almost like 006, Bond's partner-gone-bad in Goldeneye, but he didn't have the same face as Pierce Brosnan. Liquid Snake looks exactly like Solid - scary eh?!

## Vulcan Raven

This guy is the very definition of the term "bad-ass". The first time you meet him will be when he tries to run

over you with a tank. On your second meeting, he'll have a jet engine strapped to his back and be armed with a minigun so huge it would make Arnie proud.

## Psycho Mantis

The Gimp from Soul Blade has a starring role in Metal Gear Solid! Well, not really. Psycho Mantis is a silent warrior who uses psychic and psycho-kinetic powers to bring his enemies to his knees, and then some.

Although one would guess that his use of the mask is a cheap imitation of Lord Vader, Mantis actually uses it to hide his hideous face.

## Sniper Wolf

Steal and beauty is the lethal combination that Sniper Wolf uses in taking down her foes. Armed with her trusty high-powered sniper rifle with infra-red sights attached, your life depends on being a better shot with the sniper rifle than her.

## Revolver Ocelot

This is the first boss you meet, and you will meet him several times more later in the game. He is a master of the quickdraw. He also takes a recreational interest in the art of torture.

## Decoy Octopus

Decoy Octopus is a master of disguise. His role in the plot is very subtle, but very important.

York! Overall, the actors' performances sound natural enough, with a result better than Resident Evil 2.

### Dynamic cinema

By setting the action in a true 3D environment and creating movie scenes using the same objects, Kojima and his staff have integrated the two to an unprecedented degree and have been able to insert many scenes during the game.

This approach has enabled much more dynamic cinematic direction than ever before. In Resident Evil 2, when Leon and Claire would meet in one of the rooms, the ensuing non playable 'movie section' is limited in camera angles due to the pre-rendered background art.

In *Metal Gear Solid*, the scenes are liberated by the full 3-D sets, allowing rapid cuts, multiple angles, close ups and slow motion effects.

The start of the game is like watching the opening of a movie with credits, overhead shots of the warehouse and Liquid Snake ordering the guards to stay sharp. The scene then cuts back to Snake as he rises from the water, before seamlessly slipping into the playable segment.

Similarly, the confrontation with first boss Revolver Ocelot is brilliantly executed. Set in a chamber with a hostage wired up to C4, Ocelot shows off his prowess with

firearms, clearly looking forward to the opportunity to fight Snake and taunting him. The scene is very effective and really pumps you up for the ensuing face off.

Unlike most 3D adventure games, *Metal Gear Solid* is mainly played from a top down viewpoint, though it does change for certain sections for dynamic effect. A first-person view mode purely for looking around is accessible by keeping the triangle button pressed.

Initially the presentation seems odd and somewhat claustrophobic, but the radar is very effective in keeping you informed of potential danger, in most cases displaying even the location of surveillance cameras and movement activated guns.

By pressing Snake's back against the wall, the viewpoint will swing down to almost ground level - very useful for when you want to check what's around a corner. In first person view you can also 'peek' whilst hiding behind objects.

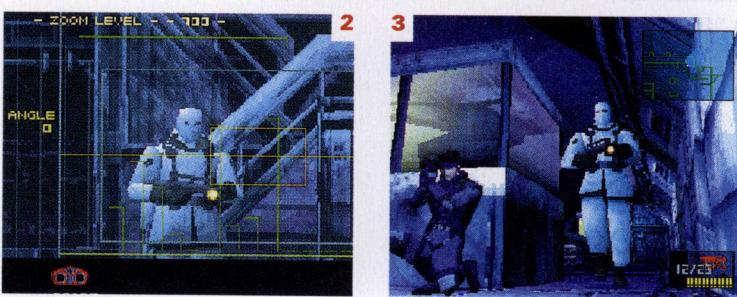
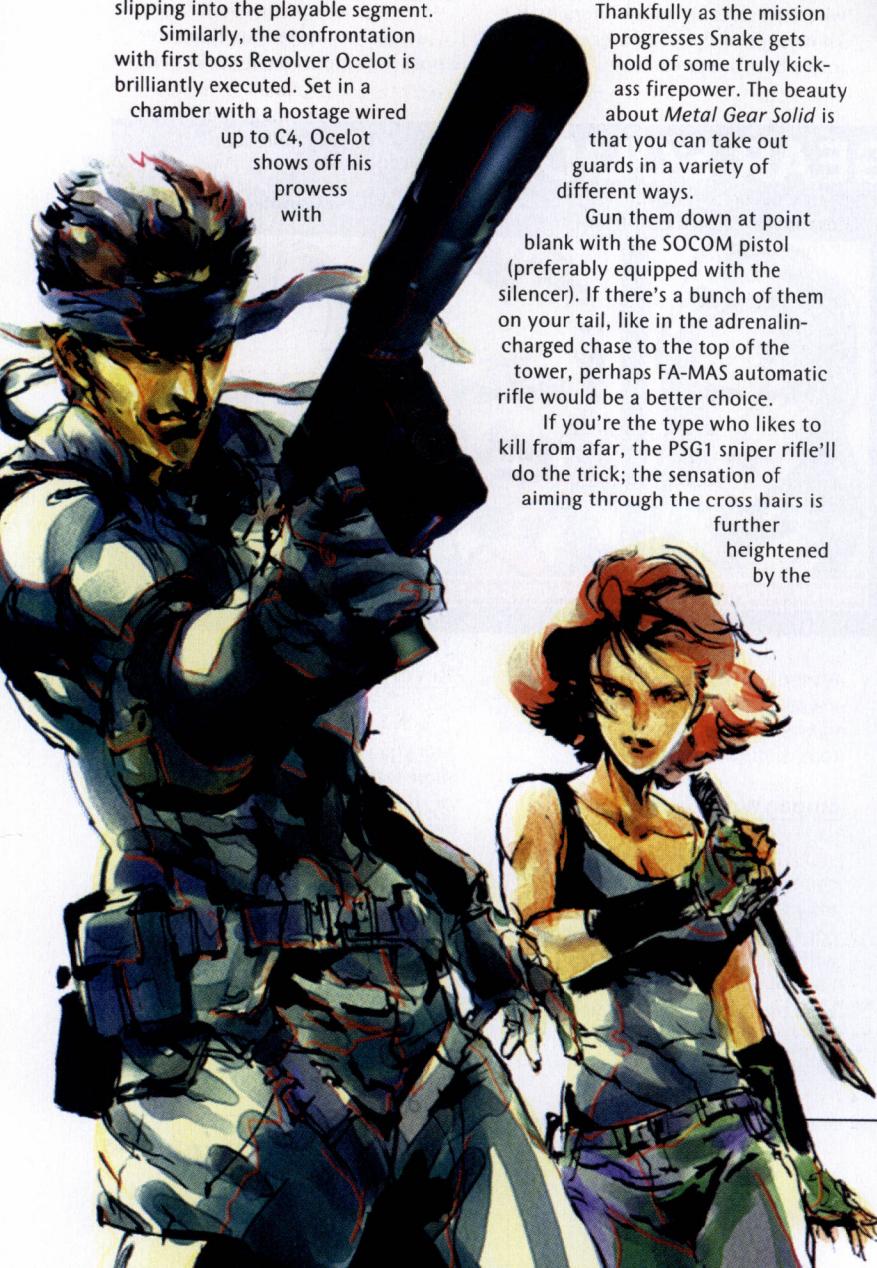
### 8 million ways to die

What fun is playing a spy without cool weapons?

Thankfully as the mission progresses Snake gets hold of some truly kick-ass firepower. The beauty about *Metal Gear Solid* is that you can take out guards in a variety of different ways.

Gun them down at point blank with the SOCOM pistol (preferably equipped with the silencer). If there's a bunch of them on your tail, like in the adrenaline-charged chase to the top of the tower, perhaps FA-MAS automatic rifle would be a better choice.

If you're the type who likes to kill from afar, the PSG1 sniper rifle'll do the trick; the sensation of aiming through the cross hairs is further heightened by the



1. This mysterious figure is so mysterious, we can't tell you anything  
2. 3. Check out their beat, then place yourself for the kill

thud of Snake's heartbeat in time with the pulsating Dual Shock pad! If you're feeling sneaky, launch a guided Nikita Missile from the other side of the room, or set some proximity claymores or C-4 packets and tap the wall to lure curious guards to certain death.

For the really big enemies that you'll encounter, you'd better make sure you picked up the stinger missiles and if hand to hand combat is more your style, why not raise the odds of victory and throw down a stun grenade beforehand?

Supplementing the impressive weaponry are an array of gadgets to aid Snake's progress. The binocular scope display is impressively designed with crosshairs and various bearing and zoom information, just like in the movies.

The mine detector augments the radar, displaying otherwise invisible mines and the direction their proximity triggers face. Night and thermal goggles are essential for certain sections.

Electronic equipment can be temporarily deactivated using chaff grenades. Carrying all this stuff, Snake is arguably far better equipped than any spy from any Hollywood movie. Better still, you get to play his part!

### Fluid controls

Like any title, the controls and presentation take a bit of time to get used to. Sudden camera shifts as Snake's up against a wall are a bit disorientating when you wanted him to stay close to it and creep along.

Aiming weapons can also be initially tricky, but the truth is that the control interface is the slickest and most intuitive I've seen of late.

Even carrying a sizable arsenal of weapons and gadgets, their access is amazingly fluid using the shoulder buttons; if there's any fumbling it's due more to the player panicking at a crucial moment!

### OK, so it's not perfect...

While the gameplay is almost flawless, most problems lie in the script. On the whole, it's a well written political thriller that encompasses some great technological concepts and characterisation.

It comments on the current state of nuclear stockpiles without being too heavy handed. But some of the dialogue is simply cheesy. It might have worked delivered in a tongue and cheek manner, except that *Metal Gear Solid* - really has no place for leaden come-ons and bad jokes.



4. A sample of the kind of artwork going around for MGS  
5. It's that gas mask guy, Psycho

Liquid Snake's exposition towards the end tends to be long-winded; a fine line balancing movie and game sections and perhaps in this instance, the scene is excessive. And how deadly Fox-Hound terrorists can earn code names like Psycho Mantis and Revolver Ocelot is beyond me.

During hand to hand combat Snake will do a mini punch/kick combo by rapidly pressing the circle button. The problem comes if your alignment is slightly wrong and you miss the enemy; Snake has to follow through with the fight animation.

Guard AI ranges from very good to outright stupid. They can go into alert if they spot Snake's footprints in the snow or hear him stepping on a puddle. Sometimes they'll even lob a grenade if they suspect someone is hiding underneath a truck.

Occasionally yawning, sneezing or dozing off, they're very lifelike. Yet they all seem to suffer from tunnel vision, unable to see further than a few metres! Perhaps it's a side effect of gene therapy...



#### Total cinematic immersion

Nevertheless, this is a fantastic game. It doesn't take long to become totally immersed in the world of *Metal Gear Solid*. The way suspense is generated is brilliant - the complete opposite from the likes of *Tomb Raider* and *Resident Evil*.

In those, it's largely the fear of the unknown, of what will pounce at you next without warning. But here you already know where the guards are: figuring out their patrol pattern and trying to slip by unnoticed is what keeps you on edge.

Shock-a-holics fear not; there are enough sudden twists during your mission to supply a few genuine jumps! Despite the early emphasis on

stealth, there's plenty of opportunity to put all those weapons to good use, with a brilliant knuckle shredding confrontation with Sniper Wolf and frantic battle reminiscent of Kusanagi's encounter with the tank at the end of *Ghost in the Shell*.

Certain sections played in a different viewpoint provide some variation to the gameplay, one of which involves rappelling down the side of a tower while being pursued by the Hind-D gunship.

Snake must dodge random bursts of steam from the ventilation ducts as well as avoiding machine gun fire - real action movie stuff!

#### Time... enough

With an 18 hour deadline before the nukes are launched, the game can be finished in around 12 hours, maybe even sooner for experienced players. No doubt, this will piss some people off, but to be honest it didn't really bother me too much.

Like *Resident Evil 2* (which also doesn't take long to complete) the game isn't a massive quest like *Final Fantasy VII*, but more a mission with the clock ticking.

In the end, games shouldn't be judged on how long they take to finish, but how immersive, unique and enjoyable the experience has been. There are two endings available; after finishing the game once, Snake gets to use the stealth camouflage.

It's amazing how the staff have managed to authentically replicate the effect first seen in *Predator*. Play it once more after that, he conducts the mission wearing a tuxedo!

*Metal Gear Solid* is a great deal of fun and certainly worth the purchase. It is undeniably a standout title not just in graphics and gameplay, but in the way the story is presented - it's the definitive cinematic game of the moment.

The clever Dual Shock integration heightens the impact beyond shaking when you're shot; an essential part of the game. Like *Resident Evil 2*, the experience is like taking part in a movie and living the main character's role.

Indeed, using the guided Nikita Missile - with its brilliantly techy presentation - is something that previously could only be experienced while watching a movie.

Constant contact with support cast and story exposition via the CODEC gives the sensation of events happening elsewhere during your mission, adding to the realism. *Metal Gear Solid* is a landmark game; an action packed espionage blockbuster essential for your collection.

- Amos Wong

## Game Features

### Players



Single Player



Memory Card



Dual Shock Compatible

## Alternatives

### TENCHU



TENCHU: Stealth Assassins

### Overall: Metal

*Metal Gear Solid* is an instant classic that sets a new gaming standard.

Buy it now!

10

OUT OF TEN

# Rollcage

■ PUBLISHER: Psygnosis

■ DEVELOPER: ATD

■ RELEASE: March

■ PRICE: TBA

■ CLASSIFICATION: TBA

**A meteorite hits the ground before you with a fiery explosion as you burn 'round the final bend, so you hit the boost to make up for lost time...**

It was hard for me not to give *Rollcage* a ten, as it took a really long time to find any flaws whatsoever in its gameplay.

There are some faults, like the lack of a two-player League Race, but essentially it is a fine example of how to exploit the potential power of the PlayStation to create fun.

Of course, this is a particular vein of fun we're talking about, suited to a particular audience.

*Rollcage* fits into the rather new and very popular genre of destructive racing. One of the differences between it and *Vigilante 8*, *Destruction Derby*, *Rogue Trip*, etc. is that *Rollcage* has no damage.

The vehicles can withstand any accident or attack without ever actually getting hurt, so depending on how good you are, a race tends to be completely chaotic from start to finish.

Of course, this is a racing game and No Rules Racing is just a marketing logo. Those who LIKE rules can go into the options and turn the weapons off, the catch-up off, change whatever and have a more realistic race.

Even then it wouldn't be that boring a race though, for the fundamental principle of the rollcages is almost too cool to ever get bored with - yeah!

The vehicles themselves are called rollcages because they are cages (with big fat wheels) that can roll over and over again. The huge wheels allow the rollcages to flip upside-down and keep moving forward.

Also, if the rollcage is moving faster than about 100kph, it sticks like glue to whatever surface it's on, allowing racers to find alternate routes on the walls and along the ceiling (when there is one).

The fact that it's a video game means that the steering remains the same no matter what way up you are, as does the accelerative direction of the wheels, so you don't get confused.



1



2



3

1. Neck and neck
2. Motion blur is on
3. The snow is slippery



## Pants On Fire!

I lied. You do get confused. There is no way a person can play *Rollcage* and not get confused, unless they're a veteran of course. Start a race and in a few seconds you're zooming along at over 400kph.

A nudge from another racer sends you into a furious spin and you end up careering up a nearby



embankment, launching yourself. Hurting through the air, still at around 350kph, your flight is stifled by a motel. Crashing to the ground, you wonder where the other racers went.

This game has tricky physics, devilish AI and loads of obstacles. If you are one of those who feel funny on Forsaken or dizzy in Descent, I strongly suggest you be wary of *Rollcage*, especially in the first-person viewpoint.

Despite the unpredictable nature of the game, the controls are sure and simple. X goes, □ brakes, △ reverses and on the Easy setting the O button faces you the right way.

**'The fundamental principle of the rollcages is almost too cool to ever get bored with'**

Steering can be performed with analogue accuracy or not, but with is definitely recommended.

There are three viewpoints, one on the bumper bar and two behind the rollcage. The first never moves, but the two behind-car views are intelligent in that they adjust their angle according to your velocity. You can therefore always see what's up ahead.

If you want to look backwards, all you have to do is press Down, or pull back on the left stick. There's nothing quite as exhilarating as doing a lap looking the wrong way.

*Rollcage* is set on two planets: Earth and Mars. Well, it looks like Mars, but it's called Outworld.

Altogether there are 15 tracks in four settings. On Earth there are city tracks, island tracks and snowy tracks. The Outworld tracks are predominantly red.

At first only the Easy setting is available, which is slow with only three laps per race. You have to compete in the League against five others to unlock Hard mode. This involves winning a few sets of races, but the good thing is that you don't necessarily need to ever come first.

Sure, winning races helps, but you only need to finish each set with the highest score. If you see someone climbing up in the ranks, all you have to do is impede that racer's progress in the next race so that they come last.

However, even in Easy mode, it's not always so simple. Each track

**4. 5. Almost all the weapons use fantastic lighting effects**  
**6. Jet chills out in Sapphire**



starts off complete with buildings of every shape and size beside and often on the road.

There are the not-so-harmful objects like trees and bushes, to the explosive electricals like lights and powerlines, to the large structures that emit a shockwave when they are razed to the ground.

Most buildings above a certain size have supports at the base which can be knocked out just by driving through them at a high speed.

Alternatively, you can discharge locked-on rockets into the structures, bringing them down on top of those behind you with a blast that sends you flying forward.



Beating Hard mode unlocks the secret car and Expert mode, in which your five competitors get really nasty. If you win a couple of races on Expert, the other cars target you specifically and will sometimes even ram you off the road at the start of a race.

This is when the weapons come in handy. There are pick-ups on each track and the rollcages have the capacity to collect two at a time. All the pick-ups appear as blue swirls, so you don't know what you will get until you get it.

The self-help weapons include a speed booster, a temporary shield and a doohickey which slows everyone but yourself down for a short time. It also makes the screen twist and go all funny colours for a bit.

The offensive weapons are seriously even better. There are weapons called straight rockets, primarily used for the destruction of structures but you can shoot others if you wish.

The corkscrew is another straight-shooting projectile which drills through everything in its path. The Number One is a missile that follows the track around until it finds the person coming first and then it detonates on them.

There is an electricity weapon which shoots forked lightning in front of you or behind you for a limited time. Anyone who comes close to you while it lasts loses the ability to steer altogether until it stops.



7

One of the weapons creates a ring in front of your vehicle which sits in front of the car ahead of you. After a moment the ring stops and if that person goes through it (and it's hard not to) they are warped to a position just behind you. If, at any time, the ring touches an obstacle or wall, it explodes with a blinding blast felt by all nearby racers.

Because you can have two weapons in storage at a time and can deploy whichever one first, there is a satisfying strategy in collecting the right two for a purpose. For example, you can collect a shield and a Number One, then sit in the lead with the potential to blow away anyone who should dare overtake you.

A speed boost and a slowdown doohickey make terrific bedfellows, enabling the

carrier to take off into an unreachable lead while everyone else crawls like snails.

The already ample abundance of circuits is sort of doubled by the Mirror Mode that can be unlocked, but the real deal is the Deathmatch. There are four Deathmatch arenas in total, one for each of the four distinctive environments. The one for the cityscape, for example, is staged on top of a skyscraper, and there are no safety railings!

The Deathmatch option is a limited one, but provides for a bit of variety and adds extra life to an already substantial multiplayer game.

As far as options go, *Rollcage* has it all. The fast and effective menu system lets you toggle everything from independent volumes to motion blur. The motion blur



8



9



10

When you see this game running normally, you'll think it's fast. In Mega Time Attack at sixty fps, you'll flip your lid. Utter chaos. The vehicles are uncontrollable at this speed. Even the slow ones like Jet and Lothar move as if in fast motion. Though the Time Attack limits the weapons to boosters only, there is still fun and excitement in this hyped-up mode.

The soundtrack deserves a round of applause as well, being well suited to the type of game. As in *WipEout*, which *Rollcage* has borrowed from greatly in presentation and atmosphere, most of the music is electronic. The only difference is that *Rollcage*'s songs utilise more instrumental samples, so it at least sounds more authentic.

*Rollcage* is fantastic in concept, but the convincingly realistic physics make it a true challenge. Speed freaks will be stolen from society by this title for many months, as will thousands of other gamers, I'm sure.

The possibilities in a single race astound, and in the whole game are too much to imagine. From the moment you hit the gas at the start of your first race, you'll be in the *Rollcage* world, burning rubber and bringing down many-a house.

- *Hillous Lesslie*

## Game Features

### Players

1 or 2 Players

### Accessories

Memory Card

Dual Shock Compatible

## Alternatives

### WIPEOUT 2097

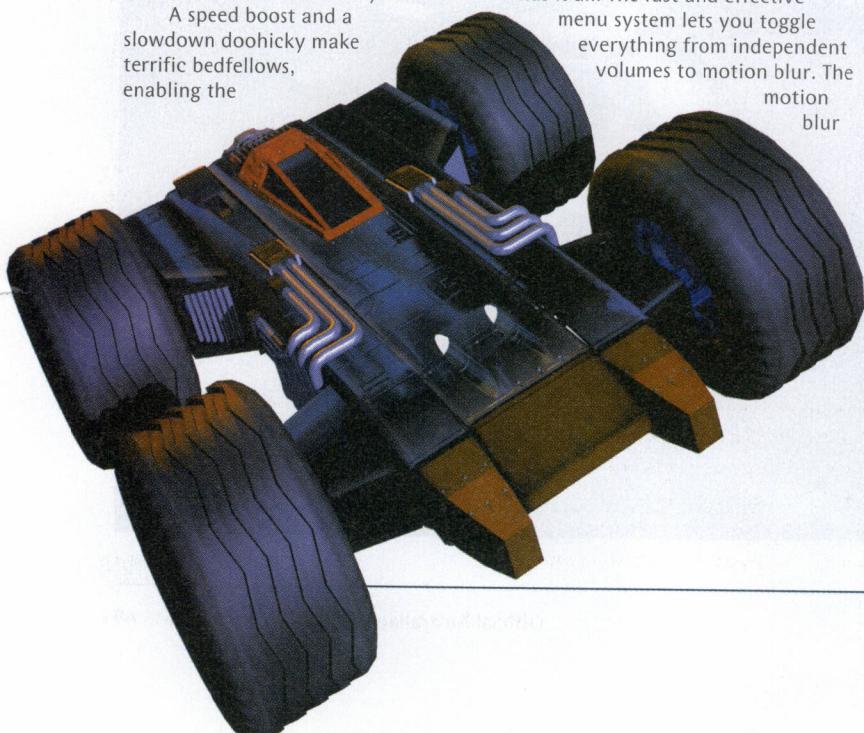


Wipeout 2097, Vigilante 8, Micro Machines

7. Ria cruises around in Harpoon
8. 9. All structures can be razed to the ground, either with weapons or just bad driving
10. Hooray for two player mode!

feature is worth a mention as it softens the overall appearance of the game in a positive way that makes it look a bit more like television.

If you're Wonder Woman or perhaps Superman, you might just succeed in winning the League in the Expert difficulty setting. Doing this unlocks Mega Time Attack Mode, which is just like Time Attack Mode (a very boring race consisting of you) but with double the frames.



# ROLLCAGE WEAPONS

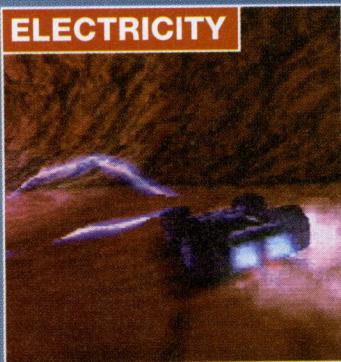
BOOSTER



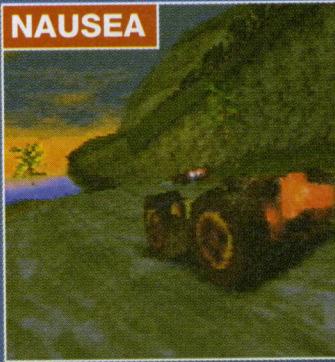
CORKSCREW



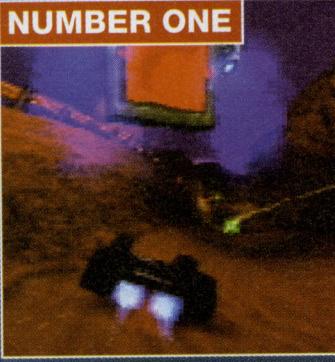
ELECTRICITY



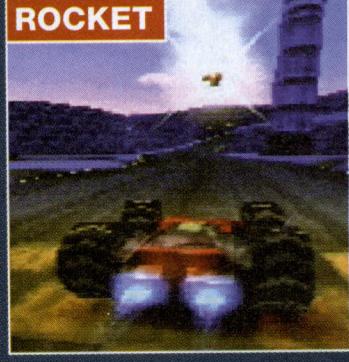
NAUSEA



NUMBER ONE



ROCKET



SHIELD



WARP RING



# Wild Arms

■ PUBLISHER: Sony

■ DEVELOPER: Sony

■ RELEASE: March

■ PRICE: TBA

■ CLASSIFICATION: TBA

**This enormous RPG brings us back to the days of the Super Nintendo, but in true nineties style, it has 3D battle scenes!**



**T**he joke is to wave your arms about in the air whenever you hear the name of this game, but *Wild Arms* does not concern uncontrollable upper limbs.

It instead follows the tale of three young adventurers as they discover their destiny in their vast world. The title refers to the metal gear that one of them gets to play with when fighting the many thousands of evil creatures that get in their way.

For an RPG, *WA* has an easy opening, allowing the player to choose which of the three characters they will be controlling first.

Eventually their paths cross and they band together to stop the terrible forces that are breaking the seals that contain all the world's evil.

One thing that this RPG has in its favour is its sheer size. Even though it is all on only one disc, my friend and I waded through background storylines, going up HP levels and talking to villagers for four and a half hours until we united the trio to see the credits rolling.

Just when he was starting to whinge about how easy it was to finish, we realised that the credits were to mark the beginning of the story, not the end.





**'White magic is used to aid your own party whereas Black is to be used against the enemy'**



Sony must have been paying close attention to Square's role-playing titles to get all their ideas for this one, as the characterisation is almost identical to The Secret Of Mana and the fighting system is straight out of Final Fantasy VII.

Like in Mana, there are three youngsters, two of whom have magic ability while the third is stronger, with blue hair. As in FFVII, enemies are not seen on any map, but instead appear and attack spontaneously.

This is one of the few bummers as the enemies cannot be avoided and the fighting system can become

#### May the force be with you

Force magic depends upon the character's Force level, which goes up pretty steadily throughout a battle. If a character attacks as normal for a few rounds, their Force level fills up and they will execute a critical hit, doing more damage than a regular strike.

The Force level can also be used to perform other tricks, like summoning Guardians, locking on with a gun, optimising use of an item, etc., but these things come later in the game.

Spells are a more immediately satisfying part of this epic saga. The blonde guy learns certain magical techniques, called "Fast Draw" hints, by fulfilling events and talking to particular people in the game, which enable him to use Magic points in more devastating attacks. However, you actually get to choose the spells which the girl has knowledge of.

Crest Graphs are to be found in less obvious places throughout the adventure, each one allowing you to go to a Guild of Magic and create a new spell for her. All up, there are 32 of them, half forged with White magic and the other half with Black.



3



4



5

1. A Harpy takes a critical hit
2. The battle graphics aren't the best in the universe...
3. Can Fael take on four at once?
4. 5. Typical landscape graphics
6. The window editor

White magic is used to aid your own party whereas Black is to be used against the enemy. Once you've chosen the spell you want, you get to rename it to help you remember what it does.

The great thing about these Crest Graphs is that if you don't like a spell you can take it back, dissolve it and bind a new spell to it. This way you can see all the spells and work out which is most effective in a situation.

As well as choosing the names of your spells and the main characters, you may redraw the icons used in the game's menu system and design your

own borders and background for the 'windows'. These little edit programs are a lot fun in their own right and they allow the game to become tremendously personal to the player.

The 2D side of the game is fairly traditional, as you can see, but with a surprisingly high animation rate, making for very smooth motion with the human characters.

You can run places just by pressing X, giving players the chance to get around quicker, with a little practise. There is even a mini-game at one point where you must run a race around a small track to win a prize at a fete.



6

When travelling from one place to another the maps appear almost instantaneously. The towns and cities within this huge game provide hours of entertainment in themselves.

There are boxes and barrels everywhere, some of which contain money, objects and apples that improve your strength, vitality, sorcery and response.

The people to meet are many, so make sure you don't mind reading. Sometimes you'll come across a village, speak to everyone in it, and find later on in the game that the entire town has something new to say to you.

This sort of tangible progression happens a few times with some communities and is quite satisfying as you get to know the people you meet. They don't always say: "There's a strange old woman who lives west of here," every time you talk to them.

Another good thing is the fact that your three characters never actually say anything. It's good because it means that they never say anything that the player wouldn't.

When you talk to a person, only their words are displayed. This makes it easy to advance through the game as the decision-making is minimal.

*Wild Arms* is one of the least ground-breaking games I've come across lately. Sony knew that a tried and true formula can't go astray and *Wild Arms* is the perfect example.

RPG fans will have a ball with this user-friendly epic and younger gamers will be absorbed for months. The lack of anything offensive means that this is one for anyone with an open mind and a wandering heart.

- *Hillous Lesslie*

# WILD ARMS SECOND OPINION

The main basis of this game consists of a struggle between good and evil for a hold on the land of Filgaia. The player is put in charge of the three main characters destined to band together in the course of their adventures.

I'm really quite glad that I was given the chance to speak my thoughts on *Wild Arms*, as I see that Hillous has failed to mention some of the most important aspects of this elaborate (if somewhat rehashed) RPG.

For starters there is the small quest the three embark upon during the game in which they aid a professor in his search for eight ancient war machines. These machines, known as 'Golems', were created by scientists many years ago during the War of Filgaia.

The war was fought between the good races of the planet and the armies of demons which plagued the world, back when Elws and Guardians were more than mere myth. The Guardian's power held strongly to the land, then.

Little is known about these ancient relics. They've been buried for thousands of years in separate tombs, but are known to possess a power capable of defeating the demons which will some day rise again.

These demons have risen again to loot the lands for all their worth, so naturally it remains up to three children to overcome the forces of the entire Army of Darkness.

You are those children and it is your job to risk life and limb to uncover these Golems (sealed separately) and bring them all back safely to your pal the professor.

You have to return them ALL because the only way to make a full study of the devices is to have all eight present. You also must see to it that the demons don't get their hands on them, for they hope to use them for their own devious purposes.

This little sub-plot arises a good many hours into the game. By this stage the repetitive and spontaneous attacks from monsters is beginning to annoy and even aggravate your average player.

Because the monsters never attack you when you're in one of your Gollums, this quest provides a gateway to salvation from the frequent fight scenes.

It also soothes those urges to take the PlayStation to the front door and hurl it under the next semi-trailer to pass. Basically, the resurrection of the Golems plays the most important part in the defeat of the demon race.

When playing an RPG like this, you need a good deal of patience, oodles of determination and bucketloads of time to spare. If you lack in any of these areas and decide to play this immense game,



1. This boss took 20 mins to kill
2. Conference meeting
3. Fight, defend, magic or Force
4. Travel all over the countryside



you may find your attention span failing for devore before you even reach the opening credits (which still gives you plenty of time to avoid an ugly court scene).

But don't be turned off, or at least try not to be. By the time you reach said credits you should be utterly immersed in the game's fantastic storyline, making it worth the hours of agony and frustration caused by the frequent random attacks on your party.

That is to say these attacks can become a distraction, as can the dulcet tunes of the panpipe in the background. You may end up cursing the entire staff at Media Vision for their lack of vision. The inexplicable lack of an option to lower the music volume may have you storming off, vowing never to touch it again.

But you do, of course. You end up back in front of the screen, promising your PlayStation that you'll never yell at it again as you lovingly fondle the controller in your hands.

5



There are, however, ways of avoiding the constant time-wasting attacks launched on you by the Demon Race.

One is the Run Away option you get before every fight, but be warned - if the game decides you're not running fast enough, it launches a surprise attack from behind giving the monsters a round of advantage. The other I mentioned already, involving the Golems you find hidden throughout the land.

To help you along the way, the characters gradually builds up a cache of items, spells and moves. Also, each one collects a number of



6



5. A fight staged on the deck of your fine galleon
6. I called the spell that because it puts the enemy to sleep
7. 'Sonic' is the guy's best spell

personal tools that only he or she may use, like an unlimited supply of bombs for clearing rubble, a grappling hook for crossing crevices and even a stopwatch.

The stopwatch is also a particularly ingenious item as it allows you to turn back time, in case you made a critical mistake or trapped yourself somewhere.

Occasionally you are tested by a big baddy that you must pass in order to get another spell, discover a secret or gain access to a new area. These are known as Bosses and provide enjoyable, if hard, battles that reap a true sense of satisfaction.

These range from big dogs to hybrid mechs to statues who offer to duel you in combat. Sometimes they can be Guardians or even Demons themselves.

Guardians are basically the Gods of Filgaia. They provide the land with the power source which keeps the planet alive, but with the Demon Race draining their energy for their beloved 'Mother', the Guardians are losing the last of their power.

The little they have left, they dutifully place in your care by giving you individual power runes, to aid you in your grand quest for peace and happiness.

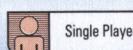
The price of peace is high, and you must find every Guardian and obtain their rune before their power runs out the door completely.

All in all it's an engrossing game once you get into it. It has plenty of links to the past which could really be links to the future if you like that kind of stuff. Even if you're not, you may as well pull the stick out and have a go. Like good ol' Sam I Am said, "You don't like green eggs you say? Try them, try them and you may".

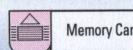
-Patrick Stanton

## Game Features

### Players



### Accessories



## Alternatives

### FINAL FANTASY VII



### Final Fantasy VII

**Overall:** While there's nothing new here, the old has never looked so good

7  
OUT OF TEN

# The Granstream Saga

■ PUBLISHER: SCEA

■ DEVELOPER: THQ

■ RELEASE: March

■ PRICE: TBA

■ CLASSIFICATION: G

A fully 3D RPG with real-time battle scenes! What went wrong?



What a saga of absolute gran' proportions! And I mean SAGA. One of the most highly anticipated RPG titles in the last few months here at the office of OAPSM, however *The Granstream Saga* appears to be a little bit of a disappointment to say the least.

I mean, here I was, all completely excited about the prospect of being able to play another role playing game that was set to rival the fantastic Final Fantasy VII, popped the disc into my trusty console and turned it on...

## Watch a movie, play

Here's a prime example of how this game works: Watched a very nice movie intro to the game. Chose start from the main menu. Watched a nice animated movie sequence. Made a cup of tea.

Watched another nice animated movie sequence. Climbed down a ladder. Watched yet another nice animated movie sequence. Get the picture? Oh, and that was making a cup of tea in the game, not for real. *The Granstream Saga* is basically a



1. During a fight in the game, you can dodge sideways, dash forwards, jump back, block and attack
2. A typical shop in the Granstream Saga
3. Korky's sad because people eat chicken

story/animated movie, with occasional player input. The player can choose to continue along the storyline, or to not go any further. There is no scope to move outside these boundaries (at least I couldn't find any).

In addition to the high level of non-interaction, the loading times seemed quite long for the amount of playability provided, and the speech and movie sequences are quite slow, with no allowance for the player to skip them (this is really annoying if you've already done something and you have to wade through all the speech or movie sequences yet again).

The first thing you are going to want to do if you get this game is to change the option to increase the speed of the text to absolute maximum. Otherwise you're quite likely to fall asleep while someone is talking to you.

### 3D RPG!

On the plus side, however, are a couple of very nice features. The first is that the majority of the game is handled within a 3D engine. This is not the same as Final Fantasy VII, where the characters were 3D but the backgrounds weren't - no, the entire area that you are currently in is built with 3D objects with texture maps.

This provides a much more integrated feel about the game as the player's character looks the same as your surroundings. Unfortunately, this has two side effects. The first is that the environment seems to be quite slow - about the same speed as Final Fantasy VII walking, but with

no provision for running. Secondly, any given area that you are currently travelling in needs to be quite small. This produces quite an annoying number of pauses as the game needs to load up the next area.

Also, the animated movie sequences are nothing like the graphics in the game. They are basically anime cartoon style and have nicely integrated digitised



4



5



6



8

speech. This causes quite a jolt to the system and continues to remind the player of the comparative blockiness of the 3D environment.

### Nice combat engine

The second big thing about this game is the combat engine. I was really impressed with this, much more so than by the one in the Final Fantasy series. Basically, this engine is real time and also remains in the 3D environment (albeit, usually from a different angle).

In my mind, a sceptre is a rod-shaped device normally held in one or both hands, but in *The Granstream Saga* it appears to be a wristband of some kind and an orb is a large spherical crystal, but in the game looks to be more like a coin.

### Take a sceptre and four orbs

A brief description of the storyline is probably beneficial at this point. Basically, the world you are in was almost completely destroyed in an armageddon-type battle between the Imperial Wizardry (the bad guys) and the Allied Spirit Army (the good guys).



7

- 4. The hero and his girlfriend
- 5. Eon being protective
- 6. Arcia being obedient
- 7. A vital tool in the game
- 8. Don't fall off!

The Imperial Wizardry has returned and is in search of these orbs so that they can finish off conquering the world. It turns out you must help Arcia to find the orbs, to find the floating magic tower Airlim and to find other continents so that you can save the world.

Arcia doesn't know very much, as her father Zora, the wise man of the Wind Spirit, died before she could learn. So it's a growing time for the two of you as you begin to manifest mysterious powers and try to figure out what they mean before it's too late.

I don't want to give it all away, but it took quite a few hours to get that far, with a couple of minor combats to liven up the atmosphere. Combine that with non-puzzle puzzles, conversation that seems a little stilted and some frustrating choices.

For instance, I thought the game was hotting up when I got to an elevator and was given the choice of going to level 2 or to level 3. My enthusiasm was dampened when I was denied access to Level 3 because of security access reasons. So, yet again, I was restricted to one path only. Humbug.

This game will most definitely not suit most people. It really is only going to be enjoyable by those who enjoy stories and have untold numbers of hours up their sleeves. To the rest of you, I say, don't do it!

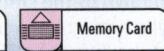
- Andrew Parsons

## Game Features

### Players      Accessories



Single Player



Memory Card



Standard Controller

## Alternatives

### WILD ARMS



Wild Arms, Final Fantasy VIII

■ Overall: The summary word for this game is SLOW. Graphics are too slow, storyline is too slow

5

OUT OF TEN

# A Bug's Life

■ PUBLISHER: Disney Interactive

■ DEVELOPER: Disney Interactive

■ RELEASE: Available now

■ PRICE: TBA

■ CLASSIFICATION: G

**Movie licenses are notorious for producing terrible video game titles, but here we have a successful conversion, both fun to play and beautiful to watch**

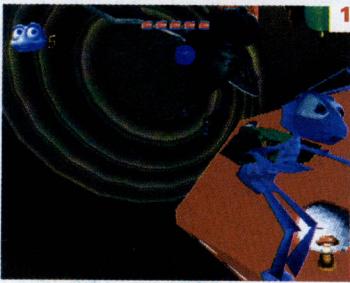
**A** little while back two separate sets of film moguls sat at different restaurants deciding on which direction to take film animation. They each ordered mineral water with a twist of lemon, Ceasar salads all round and a few medicinal powders to keep the ideas flowing.

Hours later they emerged smiling, satisfied that the creative urges that built their industry were still flowing freely and safe in the knowledge that no one else would steal their winning concept. Then two bug movies came out, go figure.

Of course I'm talking about *Antz* and *A Bug's Life*. Well, *A Bug's Life* in particular, as it is the subject of this new 3D puzzle and action title from Disney Interactive.

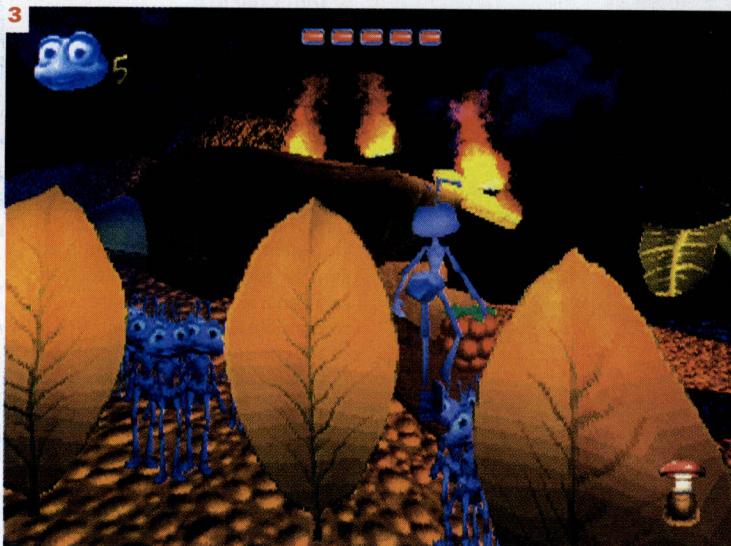
## Nothing like a good yarn

Those of you who've seen the film can skip to the next paragraph, for those who haven't here's a brief rundown of the story. Ant Island is an idyllic home to an industrious colony of Ants, but one that lives under the annual tyranny of Hopper and his army of hungry Grasshoppers.



Every year the ants have to gather food for themselves as well as tribute for the Grasshoppers to keep them happy, unfortunately this year there's been an accident.

Flick, the clumsy and inventive hero of our tale, has well and truly stuffed things up and now the colony faces the wrath of Hopper unless they can find some way of defeating him and freeing the colony from its' obligations.



1. I got killed by black bugs on my video game 2. I didn't know ants could smile... 3. Aren't they all missing an extra set of legs?

I won't go any further and give it all away, I'll just say that the game follows the movie story in a loose way and includes all the characters that made the film so entertaining.

## Bug buddies

Heimlich the Caterpillar, Tuck and Roll the acrobats, Rosie the Black Widow and the rest of the crew all need to be enlisted to your cause in the game, as in the film, to make it to the final confrontation with Hopper.

The game takes the now familiar form of the 3D, 3rd person 'roam around' with you playing the part of flick. Your moves are pretty simple with a jump, jump-bum slap and a throw.

The bum slap is the most important move as it's the one that lets you crack seeds and grow the plants within them. Seeds are the



# Akuji the Heartless

■ PUBLISHER: Eidos

■ DEVELOPER: Crystal Dynamics

■ RELEASE: April

■ PRICE: TBA

■ CLASSIFICATION: TBA

**This guy was ripped off. Well actually, his heart was ripped out! It's a good thing for him then that you don't need one in Hell**

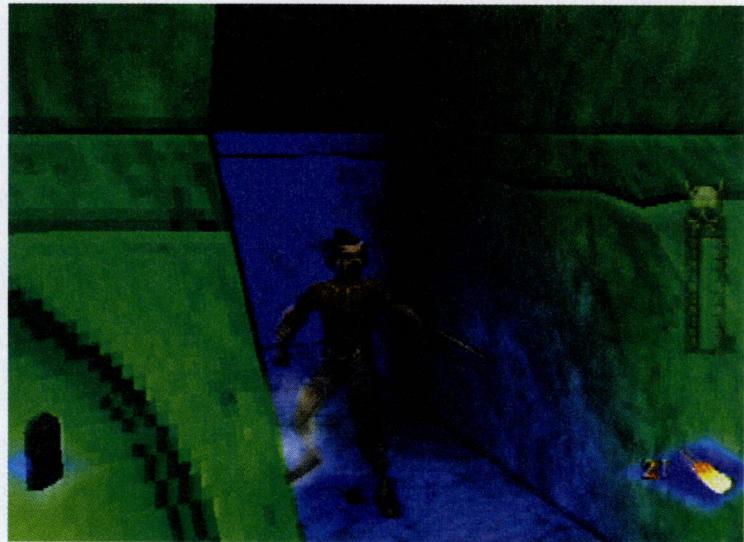
**A**kuji the Heartless comes from Crystal Dynamics, the makers of Gex and other successful titles. As such, you would expect a quality title from a company with a solid background, and in Akuji, your expectations won't be disappointed.

*Akuji the Heartless* is about a guy whose name is Akuji, who has

had his heart ripped out (funny, that) by his brother who didn't seem to be too impressed with his wife-to-be.

So, he ends up in hell and seeing how he has learnt black magic, has a chance to fight his way back. To do this, he has to do a deal with one of the major demons who demands that Akuji seek out his ancestors who are plaguing the levels of hell.

A bit of an insult this - after all, it's Akuji's family line being defamed here, but after a bit of argument, Akuji and the Baron strike a deal, and you're off to collect your ancestors, defeat the denizens of hell, and make it back to the real world before your loving brother sacrifices your charming fiance.



## Monster combinations

The animation of your character is silky smooth and you are able to do more than just run and jump. You can crouch and crawl, and with the right combination, you can not only do forward somersaults, but you can lash out with your feet as you come out

of said somersault.

The enemies you face are quite varied and imaginative. They also have had excellent modelling resulting in a smooth transition between their movement animations.

You will face things such as giant worms bursting through the ground, huge

dragonfly-wasp things that buzz around you, red-robed magicians floating just off the ground and monsters that are the upper torso of a human who use their dangling spinal cords as weapons.

It actually uses the graphics engine from Gex 3D but has built on it enormously with many improvements. The detail is much finer and while the game is very dark (suited to the mood of a game based in the various levels of hell) all the objects are quite distinct and enemies and powerups are easy to see.

## Best camera angles yet!

Most powerups are hidden in baskets or other containers, not just in plain sight. These can be destroyed using your magic or your extremely large knives to produce the things you're looking for.

Like most 3rd person shooters, Akuji tries to provide the best camera angle, but unlike most, it does a good job.

It provides an angle from behind, but as you turn and move about this camera angle changes slightly.

Pause for a moment, however, and the camera swings smoothly about to be once again behind you.

On top of that is a limited amount of control by the player to put the camera where they need it. A tap of the zoom button and this camera change happens immediately - handy when you need to look where your character is facing.

Alternatively, use the L1 and R1 buttons to rotate the view left and right. Handy stuff, as it means you're not stuck with one bogey camera angle like many other titles. In addition, using the zoom (gives you a first person view) allows you to do some decent looking around without fiddling with moving your character.

The sound in the game is excellent. Voices and characters' lips are perfectly synchronised and are suitably menacing and effective. Music is dark and foreboding and provides an extra facet to the immersion that *Akuji* provides.

This would have to be one of the only PSX games that I have heard more than one character talking at the same time, rather than doing the classic your-turn, my-turn approach. This is fantastic in terms of realism and didn't take that much processing power to implement.

### That voodoo feeling

The magic is varied and effective, and is based on voodoo and blood sacrifice. As it sounds, Akuji is definitely adult-oriented in theme, and the spell names don't depart from the subject - things like Blood Shield, and Heart of Power, and other disgusting sounding names.

Magic is split into two categories, offensive and defensive, although the number of offensive spells seems to far outweigh the defensive ones. You need to collect the various spells in each level of hell, as they don't carry over from previous levels.

The game provides a decent explanation around this issue, and what it allowed the developers to do was to design each level in a balanced way so the spells available weren't overpowering because someone has been stockpiling from level 1.

A combination of magic and knife wielding allow you to battle your foes. This is done well and there were only a few times my combat view was obscured to the point where I couldn't fight - as opposed to games like Tomb Raider where my character always seems to get in the way. It also moves at a quick pace, with the animations flowing into each other well.

In addition to this, it's good to see that the different weapons and attacks have different effects on the various enemies. For instance, it may take you 8 or 9 shots of magic bolts to kill a dragonfly, but only 1 or 2 swipes

1. Broad shoulders; a fine physique
2. Demon set my head on fire!
3. Restless souls escape the tomb
4. His movements are fluid

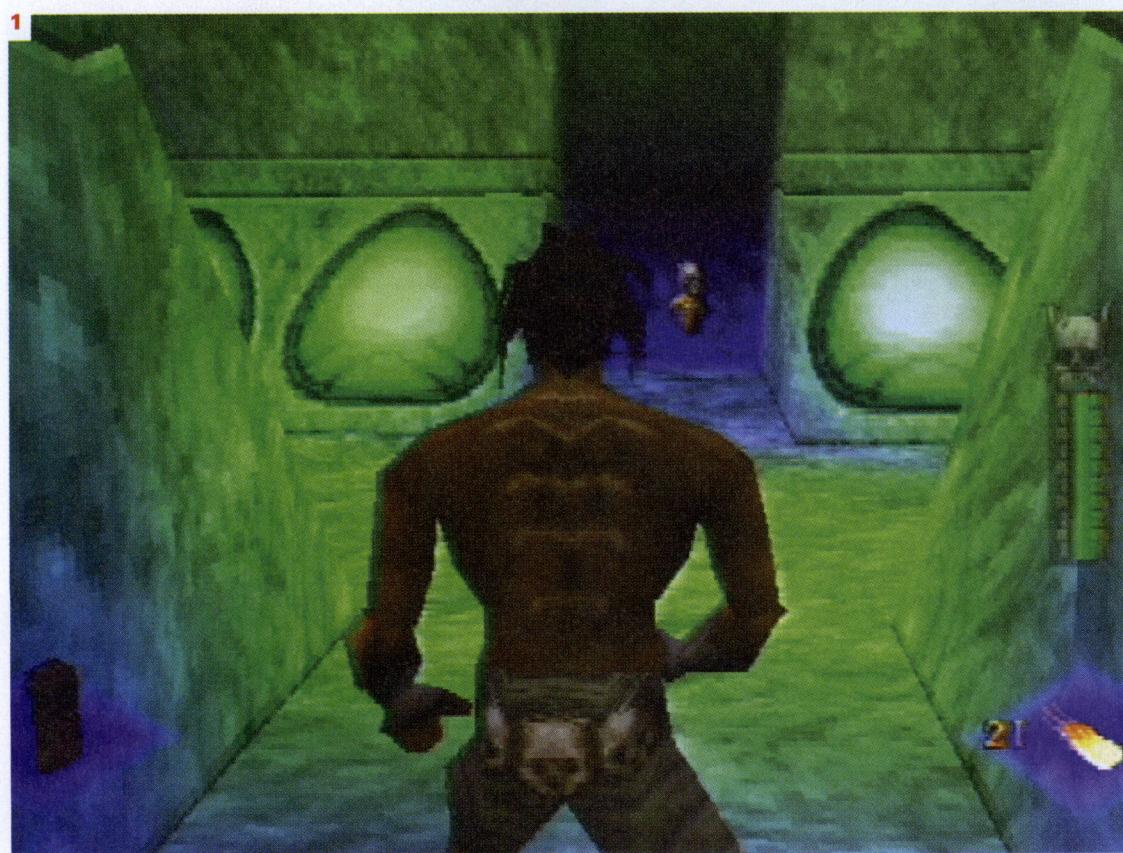


of your knife, but the red-robed magicians seem to be more affected by the magic over the knife damage.

This results in the player having to think about the best approach to defeating a particular foe, without resorting to the same weapon over and over again.

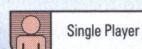
While not normally my favourite type of game, and definitely not my normal storyline, *Akuji* grabbed me the moment it began. With an atmosphere that is sinister and evil, compelling and alien, this 3rd person action game is the fantasy equivalent to *Resident Evil* and the upcoming *Shadowman*.

- Andrew Parsons

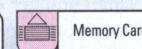


### Game Features

#### Players



Single Player



Memory Card



Dual Shock Compatible

### Alternatives

#### O.D.T.



O.D.T., Nightmare Creatures

**Overall:** An excellent adult-oriented adventure with suitable graphics to boot

8

OUT OF TEN

# TrapGunner

■ PUBLISHER: Atlus

■ DEVELOPER: Racdym

■ RELEASE: April

■ PRICE: TBA

■ CLASSIFICATION: TBA

An excellent fighting game coming our way from Japan, TrapGunner looks set to give us a release on our stress

**A**n extremely fun game, TrapGunner is a sort of combination of 3D shooter and 3D fighter with the added complexity of various kinds of traps. You control one person who travels throughout the combat arena fighting one opponent at a time.

When up close, your character will kick, punch and generally melee with your opponent. At a distance, however, he/she will pull out their weapon and try to shoot or hit the enemy with missile fire.

This ranges from the shotgun blast of John Bishous to the knife throwing of Tenrou Ugetsu, with various guns and weapons in between.

#### Traps and guns, hence the name

In addition to this, you can lay different kinds of traps if you're carrying them. These traps range from explosive proximity mines and radio controlled bombs, to more underhanded tactics such as the poison gas trap.

When you get into the game, you'll work out excellent combos that will produce a chain reaction when your enemy triggers one.

For instance, set up a Force-push



## TRAPGUNNER CHARACTERS



VAN RAILY



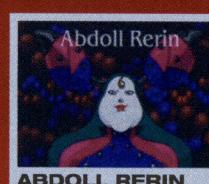
JOHN BISHOUS



TICO



LOU RICHE



ABDOLL RERIN



TENROU UGETSU

**A** red-cloaked woman sports an awesome kick and excellent aim with her custom-made pistol. Van is also armed with radio controlled mines, standard bombs and proximity mines.

**J**ohn Bishous is the beefy bloke that no shirt fits. He doesn't need much past his haymaker punch and devastating shotgun, but just in case, he carries radio controlled mines, standard bombs and poison gas traps.

**T**ico is an undercover CIA agent. She uses skates with a classic kick combination on her opponent and fireworks to defeat her foes. Tico also carries radio controlled mines, quagmire traps and force-push traps.

**L**ou Riche is another strong personality using her kick to good effect. Combine that with a handgun, and you'll find Lou hard to beat. There are also proximity mines, gas traps and force-push traps.

**A**bdoll Rerin is a clown. Staggering with straight legs, Abdoll delivers an unbelievably strong punch and throws ninja stars from afar. He also carries proximity mines, quagmires and poison gas traps.

**T**enrou Ugetsu is a ninja/samurai-like figure who sports a Japanese sword as well as a whole bunch of throwing knives. He comes armed with proximity mines, quagmires and force-push traps.



trap where he'll most likely walk. Then somewhere along the path that he'll travel after this trap is activated, set a poison gas trap. Then, set an proximity mine nearby, so that when he is staggering around from the effects of the poison gas, he'll trip that off and seal his doom. Alternatively, you could set a quagmire trap instead of the gas. This way, you can hang around and finish the job personally with your gun or hand to hand combat techniques.

The animation is smooth and the various movements flow into each other seamlessly. Add to this nice arenas to fight in, and you'll find a well presented fighting game.

*TrapGunner* has been obviously designed as a two player game. The fact that there are only two characters in an arena at a time, the abilities of the characters themselves, and the functionality of the screen layout all point to an excellent two player mode. And this proves to be the case.

Single player mode is training for multiplayer tournaments. The Story mode, has all the same options as two player and not only can you play in split screen mode, but that's

the default! You have to dig into the options to find the full screen mode.

#### Let us help you learn how to kill your friends

*TrapGunner* comes with 9 tutorials to get you up and going. Mostly, the game is fairly intuitive, but some of the things you learn in these "lectures" are quite handy for use against your mates.

The topics include the control of the character, how to set and remove traps, what the methods are for attack, what sort of items can be found and used, various ways of combining traps, traps that are in the level (ie. not controlled by either player), and finally, the Unit.

1. Push the circle! Use your gun!
2. Not the safest sanctuary that I've ever seen
3. Well, she's up past her bedtime
4. What the security cameras saw
5. 6. All that on-screen info makes your view a little restricted

The Unit is the item of choice for most players of *TrapGunner* as it can produce the most satisfying effects. It is a gun that shoots a huge energy ball up in the air.

This ball chases after the other player until it catches up with it. There are ways of avoiding this ball (and you'd want to because it can do a LOT of damage), but these all involve you running fast to get things done.

This means you can't worry about other traps that may be around and so usually results in some excellent take down effects.

There are 12 arenas to choose from. They are Depot, Port, Museum, Basement, Factory, Sanctuary, Clock Tower, Low Town, U Boat Dock, Ninja House, Airport and Canal Way.

These arenas are varied in terms of layout and graphics and should satisfy most gamers in terms of choice. In addition, is the fact that

each arena has 3 variations. These variations add field traps and other objects around the level to add an extra bit of replayability to the game.

All up, *TrapGunner* is an extremely attractive title and is sure to turn more than a few heads on release. We've all been thoroughly enjoying it since it arrived at the office and the general opinion is a good one. Keep a look out for this little gem and our full review coming soon.

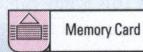
- Andrew Parsons

## Game Features

### Players



### Accessories



## Alternatives

### METAL GEAR SOLID



There's nothing quite like it on the PSX, but *Metal Gear Solid* comes as close as any

■ GRAPHICS:	★★★★	Good animation and integration
■ SOUND:	★★★★	Perfectly suited to this type of game
■ GAMEPLAY:	★★★★	Easy to control, but allows for growth
■ LIFESPAN:	★★★★	Enough variety
■ PRESENTATION:	★★★	Menus a bit dry

■ **Overall:** This will be a game on every hardcore multiplay gamer's shelf in a month or so

**8**

OUT OF TEN

# R Type Delta

■ PUBLISHER: Sony

■ DEVELOPER: Irem

■ RELEASE: Available now

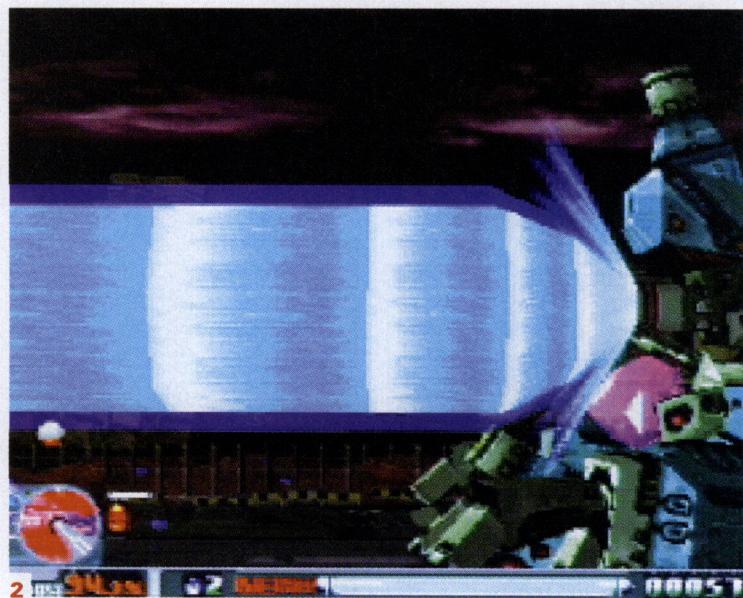
■ PRICE: TBA

■ CLASSIFICATION: G

The most explosive shooter is finally available for Australian appreciation



1 60.6% INERTIA 000000



2 94.0% INERTIA 000000

**R** Type Delta is pretty much the best shooter I've played in the past 2 years, everything about this game blew me away far greater than Raystorm did a few years a go.

This game ROCKS HARD! Now let's see... plot, plot.. well I'll just regurgitate the plot from the original R-Type. Blast off and strike the evil Bydo empire!

It's the same in every R Type game, bad Bydo aliens have invaded and blown the earth to cinders, now along come you and your rapid-fire ship of laser destruction to send them all back to pixelated hell.

Okay, pesky plot out of the way, R Type Delta currently stands out as one of the best shooters that is available on the Playstation or any other system.

## Use the Force

Of course the puny humans have their tiny battleship 'O death, but the real firepower comes in the way of the Force, which is an alien biomechanical organism which some bloke found when he tripped over it on the way back from the pub.

It cunningly allows the human ships to channel all sorts of devastating firepower picked up from

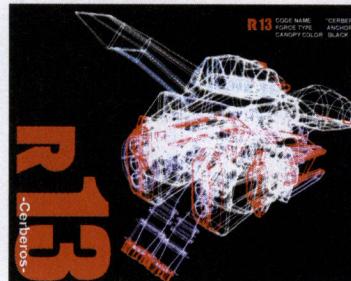


1. The second boss
2. The first boss
3. In the hot spot
4. The graphics are splendid
5. This enemy sucks - it circles you a lot and generally cuts you off

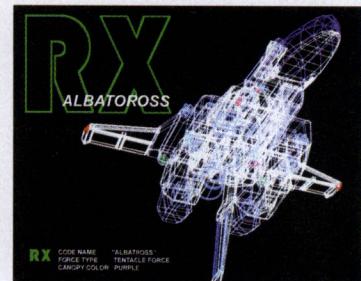
the leftovers of alien ships. Just look at the screenshots to get an idea of what I mean.

Irem have also given us a choice of three different ships equipped with different style Force attachments to cater for different playing styles.

What this effectively means is that there are multiple approaches to the game and some bosses and stages will be easier with a particular type of force, and harder with another, BUT there is always a way which the player will have to adapt to in order to exploit the deadly power of these Force attachments.



3 98.5% INERTIA 000000



have got their own different strengths and weaknesses.

There is the standard original Force type from the original which still packs quite a mean punch in itself, and while detached provides adequate covering fire, there is also the tentacle force which (in my opinion just owns!) and provides some of the coolest multidirectional firepower ever.

When powered up looks like you have a giant alien crossbow sitting on the front of your ship! It is also completely sentient and intelligent, and when detached will go after enemies on its own, but is always a little hard to convince to come back.

Lastly there is the Anchor Force which shoots the strongest firepower when concentrating on a sole target, but when detached the Force looks cunningly benign.

The Force' are pretty nifty things in themselves. They stick either to the front or back of your ship and shoot stuff, and they also eat bullets for lunch and are near invulnerable and you can plow them into enemies (bosses especially) and watch the damage rack up.

They are also cool things by themselves and can be detached for multi purposes, each of the Force

Anchor Force hangs off an umbilical cord which while eliminating smaller enemies when they smash into it, it isn't quite powerful enough to stop the stronger ones in their tracks.

That was what I first thought before I dragged the thing straight through a mid-boss where it basically cut up everything like a hot knife through butter! You can also hang it off you and use it to attract enemy fire, making this Force suitable for the strategic thinkers.



4



### Stunning graphics

Irem have really done a bang up job on the graphics which will blow you away when you first see them. If they were running at a higher resolution I'd swear they were being pumped out of a 3D Accelerator.

They've really pushed the PlayStation's quidrillion triangle capacity to the limits. This time you'll actually appreciate the breather time any slowdown gives you!

Even though the majority of the game's graphics are 3D, they are so well constructed as to shine with the same colour radiance and detail as traditional 2D sprites.

The environments are simply gorgeous and varied ranging from a ravaged Earthan city complete with shootable debris, abandoned cars and remnants of old style buildings.

meshed with the ashes of new technology to snow capped peaks and camouflaged techno utopia and of the obligatory epic space battle.

On top of all this are some of the most delightfully tough enemies seen in any shooting game, comprising of a varied mix between biological and mechanical types.

Even the lemming fighters that line up wave after wave are constructed with careful detail, the subterranean mutant fish have gills that glow with a life of their own,

and mechanical enemies do not just simply vanish in an overlaid explosion and puff of smoke.

Instead they will explode at the seams while the multiple explosions and shockwaves send pieces (still glowing with fire) hurtling into the air animated with a life of their own.

### Adrenalin rush

Some of the scenarios have been the most adrenalin rushing and imaginative that I have played in all of my gaming life.

Imagine being chased by the equivalent of Godzilla meets the Death Star who apart from taking up half the screen (and they're just his legs!) and attempting to blow up the other half, will also stomp and shoot really massive (albeit really glowy and colourful) big beams of death at you.

In the meantime you've retreated into a tiny little spot just underneath his torso, but just above his feet so you're not stomped, glad that you've found the only safe spot on the screen while all hell's breaking loose in the other half.

Another example is when you're descending into the water on stage 2 and a huge giant pillar falls in after you, and starts to sink very slowly, and while trying to stave off the

## THREE FORCE TYPES

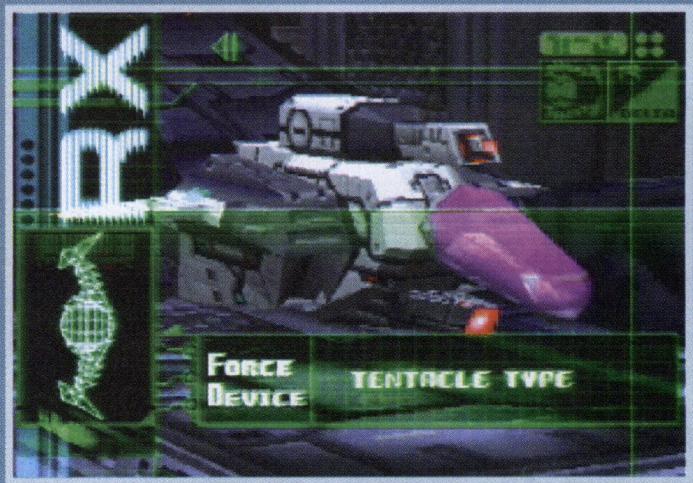
Forget the ships, they're all pretty much the same while their only purpose is to differentiate between the different Force types. The one with the purple canopy is the Tentacle type, while the one with blue canopy uses the original force, and the cool looking black one uses the Anchor type Force. It's a pity you can't mix and match between ships and Force cause I think that the Black ship with the powered up Tentacle Force would just look kickass but anyway...



Force Device  
ANCHOR TYPE



Force Device  
STANDARD TYPE



Force Device  
TENTACLE TYPE

surrounding turrets, you're also expected to keep out of the way of this huge pillar thing that's cramping you into enemy fire. Each level is animated and scripted in a style that's at equal to any movie and superior to most games I've played.

### Holy gameplay, Batman

In the previous *R Type* games you could have pretty much just hung onto your force and left it on the front and pretty much wipe out just about everything.

Not anymore in *R Type Delta*, the Force is now your integral key to survival, and for the most part, the better partner of the relationship.

You will now have to manage your Force nearly constantly, using it to stave off enemy fire from both sides, while taking care of surrounding enemies.

Enemy ships will come from just about everywhere and nor will they travel in a straight path straight into your fire either, at times you'll have only just a narrow crawl space to get out of harms way.

All of the while trying to deal some offense of your own, and you'll be damn glad that the Force is covering your ass. That is, providing covering fire! The Force is now as much of a player as you are.

Gone are the speed powerups of old, the Terrans have pretty much got off their lazy behinds since the last *R Type* game and made your ship as fast or slow as you want it.

The bad side is, amidst enemy fire, wondering where the hell your

Force has gone and where is it now you need it, you're also supposed to manage your speed as well, which means the difference between life and death in some stages.

Even the lemming fighters have to be watched out for now, as most serve the purpose of spraying the screen with annoying, yet deadly fire or just cramping you into harms way.

### Staying alive

A major improvement on the level designers and AI's part is the way attacks are coordinated against you now, enemy fire will also adapt to your evasive tactics and while there is always a way out, you're forced to think quickly on your feet to stay alive.

Holding down the fire button and staying on one side of the screen will definitely not help you here. Such gameplay is extremely satisfying and rewarding (while being occasionally frustrating) and it's a pity that such care hasn't gone into other games of the genre.

Don't be fooled by the apparently named "easy" setting either, while the harder settings restrict your power ups and also throw more enemies at you, the core difficulty of *R Type Delta* is in the enemy arrangement and their artificial intelligence.

This game is addictive and will have you playing for literally hours on end. There are also new challenges to be found each time you go



through the levels, sometimes you may have beaten a level easily, only to return to it on a later play and wonder how you ever got through it in the first place.

While *R Type Delta* pretty much embodies my idea of shooter perfection, there are a few flaws which need to be mentioned.

The first is the limited use of the memory card, where upon registering my pilot and so forth, found to my dismay that it was primarily used to store the new wallpaper you received everytime you got to a new level for the first time!

While wallpapers are pretty, and the levels do not actually become repetitive and boring after a while, you may be frustrated at having to play through again and again.

Given *R Type*'s level of difficulty, i.e challenges to surpass as opposed to surviving for long enough, continues don't help too much and definitely don't affect the difficulty of the game (imagine headbutting yourself on a brick wall repeatedly).

While you'll eventually get past that obstacle, the ability to start at the last level reached would have been gladly appreciated.

Another flaw, not so much in *R Type Delta* but in the *R Type* series, is once you have accumulated godlike firepower, it is quite easy to lose it on a single life and have to start all over again.

The previous games left you with little of a fighting chance when this happens, and while Delta attempts to fix this with restart points complemented with at least enough powerups to give you a fighting chance, this flaw still plagues the series, particularly on later stages

where that fighting chance gets smaller and smaller even when you're powered up!

I will conclude by saying, BUY THIS GAME! It is rock hard, will last you ages and is so involving and fun to play that you won't notice time passing by.

I haven't been impressed this much by a shooter since Raystorm came out so if you have a bit of spare cash afterwards, see if you can get Raystorm too. These two games really show off the PlayStation's capabilities that the N64 will never come close to.

- Munly Leong

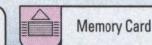
## Game Features

### Players



Single Player

### Accessories



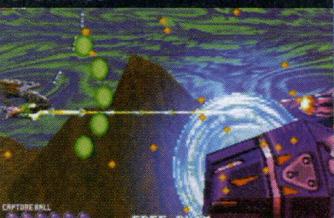
Memory Card



Standard Controller

## Alternatives

### G·DARIUS



**G·Darius, Einhander**

**Overall:** By far the hardest, best looking, and the most playable shooter to date. You WILL get this!

**9**

OUT OF TEN

■ GRAPHICS:	★★★★★	Awesome, just awesome
■ SOUND:	★★★★★	Not too shabby either
■ GAMEPLAY:	★★★★	One off for the save feature
■ LIFESPAN:	★★★★★	Will definitely last if you do
■ PRESENTATION:	★★★★★	Pushes the PSX to the limits

# T'ai Fu

■ PUBLISHER: Activision

■ DEVELOPER: Dreamworks

■ RELEASE: Available now

■ PRICE: TBA

■ CLASSIFICATION: TBA

## Another 3D hack & slash platform adventure - feel the wrath of the tiger!

It's here at last and it's as good as we always thought it would be. *T'ai Fu: Wrath of the Tiger* has in abundance what most young boys are looking for, and that be violence.

Unfortunately there is nothing mind-blowing or really original in the game or the way it plays, but it is still unique enough in itself to warrant a good checking out.

There haven't been any games on the PlayStation, or any format for that matter, quite like *T'ai Fu*. Sure there have been many that put the player in the shoes of an animal, many that involve the bludgeoning of every single being you encounter from the title to the credits.



There have also been many that are a big adventure across the lands, but never has there been a game to encompass that whole bunch of concepts.

At the core of this game is a vast 3D world to explore, full of baddies of all shapes and species. Tai can walk, run, jump, attack, block, duck, crawl, roll and taunt. He also has a 'chi' button used in conjunction with others to perform high jumps, stronger attacks and other funky stuff.

The game is analogue and Dual Shock compatible and you steer your tiger from a fixed camera viewpoint. If you tap and hold in any direction, he runs fast on all fours. The character's body shape and movements are exaggerated for greater entertainment.

The plot is simplified to capture a younger audience. You are a tiger named Tai and you were raised by a peaceful panda family in a very tranquil monastery.

The evil Lord Dragon pays your beautiful abode a visit one day, wrecking the place and insulting your kin. He mumbles some idle contradiction, like, "you are too weak for me to kill you now" and then leaves to plunder the rest of the country.

1. Anything not you is a baddie
2. Poised, with total concentration
3. One of the special combo moves
4. Tiger in jeans, cheetah in tights



It is your task to seek out this fiend and bring justice unto him. You begin your mammoth quest with little more than your claws, but you can learn. That's the key feature. And as you advance through the game stages and defeat bosses, your character Tai learns more moves from studying his opponents' different fighting styles.



In this way the game is frequently refreshed and the incentive is always there to beat the next boss in order to score another move. The moves are complex to newcomers, but in the end they all come down to finely tuned button mashing skills.

The only problem with these tricky combos is that they are in fact easier to pull off by mistake than on purpose. They are quite spectacular when executed in any case so I shouldn't be so dismissive.

In conclusion I'd recommend this title for any boy on the planet. It has the perfect capacity to satiate those aggressive tendencies found in so many young males and it will last a long time in the hands of an appreciative player.

It might have stretched the game's lifespan a little further if Dreamworks had considered a two player option, but they didn't. What we are left with is a pretty game with plenty of biff and just a little room for improvement. Check it out now.

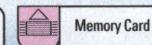
-Hillous Lesslie

### Game Features

#### Players



#### Accessories



### Alternatives

#### AKUJI THE HEARTLESS



Akuji the Heartless, Fighting Force, Spyro the Dragon

■ GRAPHICS:	★★★	Nice backg'ds, nothing exceptional
■ SOUND:	★★★★	Convincing effects, unobtrusive music
■ GAMEPLAY:	★★★	Platformer, strong fighting elements
■ LIFESPAN:	★★★	Once finished, you're finished with it
■ PRESENTATION:	★★★	Slightly better than average

■ Overall: A progressive fighting adventure for fans of cartoon violence

7  
OUT OF TEN

# Sensible Soccer

■ PUBLISHER: GT

■ DEVELOPER: Sensible Software

■ RELEASE: April

■ PRICE: TBA

■ CLASSIFICATION: G

**Sensible Soccer!? What kind of a name is that for a video game?**



**S**ensible Soccer seems like such a comical name for a sports game in today's hyper serious world of sports sims.

Conjuring up, as it does images of rather impeccably dressed soccer players remarking to each other comments along the lines of, "best take another pass there old man, seems a somewhat rash time to take a shot on goal", pausing only for a nice cup of milky Earl Grey and a few watercress sandwiches.

1. As big as the players ever get
2. This looks promising (and it would look a lot better up close)

This title becomes even more bizarre when you consider the arcade style that the various incarnations have adhered to. *Sensible Soccer* first made an impact back in the bad old days when the Amiga ruled the world and sports sims were known for their extreme lethargy and inability to represent a sport.





**'In a world of constant recycling Sensible Soccer is back in a snazzy 3D motion-captured effort'**

At the time, *Sensible Soccer* was the perfect antidote with its lightning quick gameplay and its crazy bending shots on goal. Now predictably enough in a world of constant recycling, *Sensible Soccer* is back in a snazzy 3D motion-captured effort.

However, while fans of the franchise will enjoy seeing it make a return, the success and technical excellence of contemporary efforts such as the *FIFA* and *ISS* series puts *Sensible Soccer* in a difficult position.

Let me say first off that while I did manage to enjoy myself whilst playing *Sensible Soccer*, if you already own a recent *FIFA* or *ISS* update then *Sensible Soccer* will probably hold little appeal.

While these top end sims set out to replicate the greatest amount of detail and complexity the game of soccer has to offer, *Sensible Soccer* concentrates more on reducing the game to simple concepts and control for a fast paced fun game of soccer.

The most obvious indication of this arcade style is the reduction of all the actions to one main button (in this case the X button, though the square sees occasional use). Differentiation between passes, chips, shots, headers, volleys and so forth is dependent entirely on how long you hold the button for and the context in which you do so.

This system works quite well and after a while I was able to achieve some degree of skill, but at first in

particular I found it quite difficult to accurately select a pass (short tap) rather than a shot (normal tap).

This is merely a case of practice and the simplification allows the game to both keep moving and be accessible to first time players. Conversely, some of the things that have been omitted by this system such as the ability to manually change the player on defense will get up the noses of many players, especially those familiar with current soccer sims.

These problems for me though were solved to a certain extent by the amount of bend you can put on the ball and the absolutely absurd shots on goal you can take.

3. Nancy's losing this one
4. Where's the zoom button?
5. That ain't no action cam

Sure, there are a few new camera angles to choose from and the players are motion-captured and so on, but this doesn't change the fact that they are small, and your eyes will curse you for your purchase choice.

Presumably the size and simplicity of the characters allows the game to run as smoothly and quickly as it does, yet it is not faster than games like *FIFA 99* can manage with their detailed players and stadiums and realistic ball physics.

*Sensible Soccer*'s sound is similarly old-school with the addition of the mindless commentary which seems de rigueur on sports games these days. Unlike EA's current crop where the game call has been elevated to a flowing and relevant part of the game, the comments here are intrusive, irrelevant and in a word, suckful.

*Sensible Soccer* does have things going for it with a swag of teams with names close enough to the originals that it may as well be a licensed game (e.g. Manchester United's Giggs, Beckham and Yorke become Gaggs, Buckham and Yerke), and a number of tournaments and custom options as well as the tactical/coaching option.

However, its problems, including one of the most cumbersome menu systems I've yet seen ad some furious loading times, will see *Sensible Soccer* best received by nostalgic older gamers looking for some retro action.

- Adrian Bertram

## Game Features

### Players      Accessories

	Single Player		Memory Card
	Standard Controller		

## Alternatives

### FIFA 99



The *FIFA* series as well as the *ISS* Pro series.

These shortcomings in terms of real time control however are made up for by the wealth of tactical tinkering you can engage in.

You can plan set pieces, set the temperament and style of individual players and even if you wish plant your posterior on the sidelines and coach your team instead of getting your boots muddy and your thumbs bruised. This tactical segment helps *Sensible Soccer* to a large degree as quite frankly there are some real problems in other areas.

By far the greatest problem lies in its graphics. Fans of the old *SS* will be instantly at home here, as the style and look of the game hasn't really changed a great deal since the Amiga days.

### Overall: Harks

back to the olden era of tiny sprites and frantic gameplay. There is definitely better

5

OUT OF TEN

■ GRAPHICS:	★★★	They ain't great but they do the job
■ SOUND:	★★	Put the radio on
■ GAMEPLAY:	★★★★	The original and almost the best
■ LIFESPAN:	★★★	Not too long if you own <i>FIFA '99</i>
■ PRESENTATION:	★★	Hard to say anything positive

# Civilisation 2

■ PUBLISHER: Microprose

■ DEVELOPER: Human

■ RELEASE: Available now

■ PRICE: TBA

■ CLASSIFICATION: G

**Don't be a woman, don't be a man. Be GOD! Tell your very own race when to go to bed, and don't give them pocket money when they're naughty**

**O**h how the mighty have fallen. The Civilisation PC games still hold top 10 positions on my all time fave list, but unfortunately the Playstation version bites big time.

*Civilisation 2* takes on the same premise as its predecessor: humans arrive on earth at the dawn of civilisation, you choose your race (no Aussies) and begin by establishing your city. Discovering new technology such as the Wheel, Alphabet, etc, you build more cities, meet other civilisations, trade and steal technologies, and ultimately conquer the world.

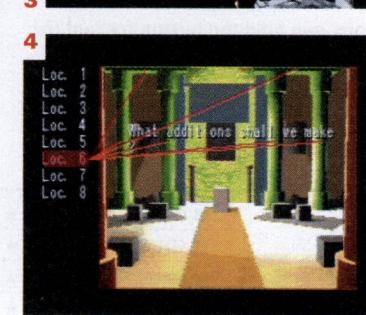
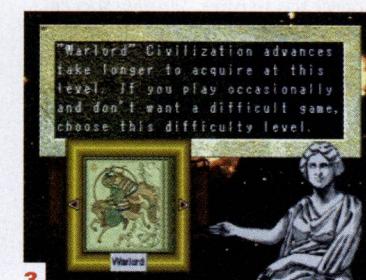
You can either wipe out everyone with sheer military force, or you can suck up and buy friends with cashola. It's diplomacy, colonisation, war and dictatorial power all in one! How can anything go wrong with a game that enables the player to reshape civilisation as we know it?!



## User Frustration

Apparently quite easily. The game developers, Human, have taken from both Civilisation 1 and 2 (even recycled the PC stuff) and created a rather botched concoction that came pretty close to ruining the entire game.

Essential to any game, especially of the economic/strategy sim genre is the user interface. A good user interface is one that ASSISTS your control, not hinders it. *Civilisation 2*'s mix of archaic menus recycled from Civilisation 1 and an isometric menu that impedes visibility ensures one thing: Player Frustration.



1. In the year 3920BC, there was an ecosystem called rainforest
2. No corruption! No science...
3. Choose your difficulty setting
4. 5. 6. 7. There is a mountain of text to read in Civilisation 2

The pseudo 3D world view you get on the PlayStation version has been tilted to such an angle that you can't see very far on the map, and the view itself is nowhere near as crisp as it should be. It is sometimes hard to spot cities, let alone pick out which ones are yours.

Nor can you see enough on the screen at any one time, and the map scrolling is also flickery and jerky.

Scrolling back and forth on the world map, using the separate radar-like overview should have simplified this, yet it becomes even more irritating.

The overview is held on a separate screen and is terribly blocky and unclear, being stricken of vital indicators such as current troop or city positions, which makes it even harder to use this map to coordinate troop movements.

### Control, you must learn control

Control isn't too bad initially when games often consist of smaller maps and tribe numbers, but even after expanding, the amount of micromanagement you're really doing becomes apparent.

The game speed is what you would call SLOW on the PlayStation, and a typical 5-10 minute session on the PC is equivalent to about 15-20 on the PlayStation.



5

The game is split into different sections of control, one for city management (with menus in itself), one for movement, another for system menu, etc.

The menu structure is incredibly linear with default menus at every stage. They are cancel-able, but in order to access the menu with the features you want, you have to 'cancel' down to the right stage.

If all this is sounding incredibly confusing because it is, but it is possible to get used to it. Human have restructured the windowed interface into a pad-centric, scrolling list style.

**'Patient players who persevere and find the decent game hidden will find a challenging and rewarding game'**

Without the crisp, readily accessible 'windowed' style of the original, micromanagement is a laborious chore. It tires you during play, and when combined with the bland Sega Master System style graphics, is enough to send an average player to sleep.

### Patience, you must learn patience

Patient, intelligent players who persevere will find the decent game hidden under the modified interface will still find a challenging and rewarding game.

This is so long as they have the patience to stand the repetitiveness of having to cycle through menus to repeatedly micromanage things. Even automating troop movements ie.



7



■ GRAPHICS:	★★	Unattractive and slightly boring
■ SOUND:	★★	Horrible to barely adequate
■ GAMEPLAY:	★★	Nearly unplayable
■ LIFESPAN:	★★★	Well, if you're patient...
■ PRESENTATION:	★★★	Quite detailed at times, ie. history

getting a group to move back to the nearest city, becomes a more laborious chore than it should be having to go through the same menu routine for EVERY unit.

Other quirks include the inability to cancel technology research once it's been started, how a single band of warriors can fight off 9 barbarian hordes, and how I was able to discover a quarter of the technology tree just by visiting villages while sometimes I was lucky to even stumble across Pottery. Some races are also FAR superior to others, eg. the Romans, who seem to get everything a lot quicker than others.

In the end, I'm sad to report that the still brilliant *Civilisation 2* is hidden underneath the tangled mess that is the user interface, a wall only scalable by the keenest players.

It's almost as if Human intended to 'evolve' a new game by combining the past two PC games, including the keyboard commands (I laughed when I saw "press B to build a new city"), but even then, you would be required to sit at home and spend MANY hours to even finish a game.

If you have a PC, why bother with this when you can pick up *Civilisation 2* classic (available for about 30 bucks), or the re-released gold edition supporting multiplayer and even more goodies for a little bit more. Now if you'll excuse me, I have to go and weep.

- Munly Leong

## Game Features

### Players



Single Player



Memory Card



Standard Controller

## Alternatives

### THEME HOSPITAL



Theme Hospital, Sim City

**Overall:** If you don't have a PC then this version might satisfy your nerdy needs

**5**

OUT OF TEN

# Rally Cross 2

■ PUBLISHER: Sony

■ DEVELOPER: 989 Studios

■ RELEASE: Available now

■ PRICE: \$69.95

■ CLASSIFICATION: G

If driving through shallow creeks is your kind of thing, then *Rally Cross 2* is definitely the game for you

Here at the OAPSM office, I'm known for being pretty honest in my reviews, so if you want to know if this game's for you, read the next sentence.

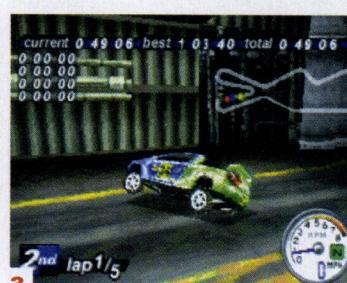
*Rally Cross 2* is a fun and arcade attempt at making a rally game but sadly, is an attempt only. That sentence in combination with the scores below, should give you a pretty clear indication of the worth of this title.

But knowing that you actually pay for some meat in your reviews, and also knowing that without you paying for this mag, I'd be out of a job, it falls on my shoulders to provide you with a deeper insight into *Rally Cross 2*.

## Rally fun?

As stated above, it is obvious that *Rally Cross 2* is an attempt to make rally driving fun. It has almost none of the realism of other rally titles such as the great Colin McRae, or the fairly decent Tommy Mäkinen.

The car physics are also pretty terrible. The track design is much too



1. Train vs Truck: Train wins

2. Why, it's that truck from screen 4!

3. A deceptively straight bit of road

4. The map is hard to see in the snow

limited and the controls seem to be non-responsive at times and overly responsive at others.

Offsetting this, however, is a nice number of cars and tracks, high configurability of car settings, and most notably, a track editor.

The graphics certainly won't turn heads from McRae or other recent sims, but admittedly, they are almost completely comprised of 3 dimensional objects.

This does add something to the gameplay, but the unrealistic physics detract from this. The tracks are nicely populated with appropriate obstacles and pretty graphics on the sideline.

The problem is that you can't get to most of this stuff. There's little besides the actual track that your car can travel on. This means that hitting

that branch of the tree sticking out on the corner results in the same sort of crash as does hitting a castle's brick wall. Realistic? I don't think so.

## Rally redeemer?

The track editor almost redeems this game from the potential bargain bin that it will no doubt end up in. With the hope that I would be able to create some fantastically difficult tracks to dare my friends on, I ventured into the world of rally track editing.

Unfortunately, I found that the track editor is quite simplistic, being grid based and only allowing a limited number of tiles per terrain type. Change the terrain type and all tiles in the current track are changed to that type.



This means that all corners in a track look the same, and there is no way you can make tracks as varied and as intricate as the ones provided with the game.

The sound sucks, and the vibration programming isn't much better. Your controller vibrates with the same basic thrumming the entire time. This is in tune with the high-pitched engine noise that is supposed to immerse you in this rally experience.

### Rally Config?

I did mention the configurability of the cars above and I should detail this point lest the reader think that I wasn't being fair to the game.

*Rally Cross 2* provides the player with the ability to adjust shocks, brakes, tyres, and steering amongst other attributes.

This allows you to attempt to tailor the car to the track at hand and the various settings do seem to make a difference.

But the biggest change of all you can make to your vehicle (after all, it has its own menu option) is the ability to change the colour scheme. Woohoo.

Two more characteristics make this game a poor relation to the first *Rally Cross* (reviewed way back in good old issue 5).

The first problem is that the graphics don't really seem to be quite as good - maybe it's just a feeling, and it doesn't seem to be much more than sharper edges on the vehicles, but in my opinion something has been lost.

### Rally Multiplayer?

The biggest loss since Australia lost to England in the fourth Test match is the loss of four player mode. *Rally Cross 2* supports a 2 player game only. This relegates it to be equal to other driving games for multiplayer games, rather than in front like the original.

The graphics are only really OK, the sound is awful, and the provision of being able to race the tracks in reverse mode doesn't give enough variety.

- Andrew Parsons

### Game Features

Players	Accessories
1 or 2 Players	Memory Card
Dual Shock Compatible	

### AAA Alternatives

TOMMI MÄKKINEN



Colin McRae, Tommy Mäkinen

## TRACK EDITOR



As mentioned, *Rally Cross 2* provides a track editor along with the usual driving game options. It's not great, but how many other rally games even have a track editor? So here's some more information on this feature that adds replayability and allows friends to show how much they care.

The track is designed on a square based grid. The grid is 8x8 squares, all of which can be used if it is so desired and if it will fit in memory.

One button allows you to select the terrain type your track is made up of. Initially, there are three terrains - forest with dirt and mud track, construction yard with sand and dirt track, and arctic with snow and ice track. Using the R1 and R2 buttons allows you to scroll up and down the list of available tiles.

Besides the standard straight and 90 degree turn, these are comprised of such things as narrow or wide straights, one or two jump tiles and tunnels, in addition to dips, hazards, tabletops and creeks, chicanes and small hills. The direction of the tile can be changed with the L1 and L2 buttons. This is not usually needed as the computer tries to be smart in determining the initial direction for the tile based on the tiles already placed on the grid. Then use the X button to place the tile.

Finally, when you're finished the track design, at the click of a button you can test your track or save it to a memory block for future use (like tackling those mates of yours who seem to know all of the existing tracks like the back of their hands).

No provision is made for adding obstacles, or overlaps/crossovers. This results in the tracks all having a sameness about them. All corners look identical and the same goes for the other tiles.

You'll probably have a bit of fun with this feature, but because you can only create fairly simple tracks, it won't last long.



# Brunswick Circuit Pro Bowling

■ PUBLISHER: THQ

■ DEVELOPER: Adrenalin Entertainment

■ RELEASE: Available now

■ PRICE: \$89.95

■ CLASSIFICATION: G

Another 'trousers' sport comes to the PSX, with more style than its own stars

The world's laziest sport has gotten more lazy thanks to the folks at THQ. *Brunswick Bowling* is the best conversion of the game that has ever appeared on any system.

Easy and ultra lazy interface make this the ultimate in bowling simulators. As a matter of fact it's harder to turn the PlayStation on than it is to play this fab game.

*Brunswick Bowling* is exactly like visiting the lanes yourself, except for the smelly and mouldy bowling shoes. You can simply plonk yourself in for a lazy exhibition game with up to six of your buddies.

The interface, well it's super-duper-easy-peasy people. You see the beauty of this particular bowling game is that you don't need to know a complex set of button gymnastics to get the most out of it.

Choose the style of competition you want to enter into, choose from a selection of real life champs or create your own bowling demon from scratch, choose which lane you want to bowl from and away you go.

1. He drove all the way from Perth
2. The bowling alley
3. Cosmic bowling, very

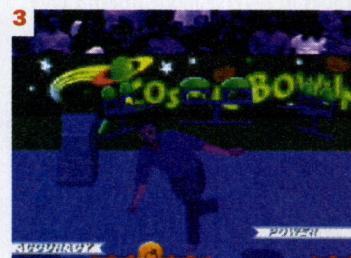
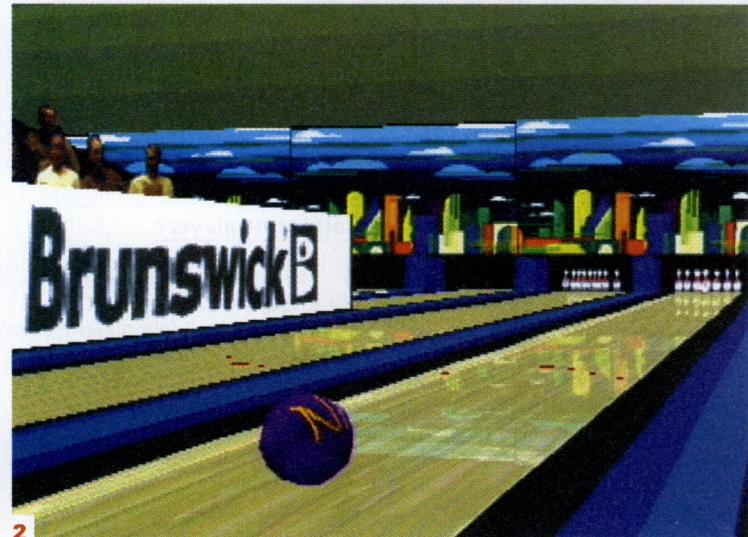


Or you could enter into a fast paced skins game where you can experience the pleasure of having the world's greatest bowlers strip the very shirt from your back, sending you home virtually penniless.

Or if you've mastered the game you could enter into a tournament to find out if you're the best in the world. There's even a trippy Cosmic Bowling experience you can have although it's recommended that you stay off all drugs while playing on this lane.

The control for the ball is a cinch with an effective power meter used to set the strength of the shot, followed by the direction of the shot. Two taps on your controller is all it takes to send the ball down the lane.

The true brilliance of the game is that it's presented in a 3D setting where you see yourself as a 3D person. When it's your turn to bowl, you see on screen a bird's-eye view of the lane and pins and your character standing ready for button commands.



When you make your bowl, the camera films from different angles to show the shot, which you can preset if you wish. It's not the most graphically pleasing game but then again it isn't meant to be. It's a bowling game.

Overall, *Brunswick Circuit Pro Bowling* is tops. It has everything you could want in a bowling game plus so much more. There's been heaps of effort put into the options and extras in the game which makes it much better to play because it's realistic.

I'll finish by saying this game rocks if you like bowling and you should race out and buy it. If you don't like bowling you're an idiot for reading so far... but buy it anyway.

- Matt Adamsons

## Game Features

### Players

1 to 4 Players

### Accessories

Memory Card

Standard Controller

## Alternatives

### ACTUA POOL

There are no other bowling games on the PSX as far as we are aware, however *Actua Pool* has similar gameplay

Official Australian  
**PlayStation**  
20 March 1999

■ GRAPHICS:	★★★	Not great, not bad
■ SOUND:	★★★★	Smells like bowling, sounds like bowling
■ GAMEPLAY:	★★★★★	Nothing but the best
■ LIFESPAN:	★★★★	Just try scoring 300
■ PRESENTATION:	★★★★	I just love this game!

■ Overall: The bee's knees baby! We want roller derby next!

8

OUT OF TEN

# G-Police Platinum

■ PUBLISHER: Psygnosis

■ DEVELOPER: Psygnosis

■ RELEASE: TBA

■ PRICE: \$49.95

■ CLASSIFICATION: TBA

**2097 is going to be a good year for games, especially those that are published by Psygnosis**

The year is 2097. Earth's resources have been stripped to the bone, causing its inhabitants to take to the cosmos in the hope of finding oil-bearing rocks throughout the galaxy.

The Earth's last standing governmental groups comb the planets for resources, at the same time trying to expand their military forces in space.

What follows is an all out, no holds barred war, between the rival countries of Earth. Each one tries to lay claim to as much oil as possible in the hope that they will be the dominant suppliers on the market.

The war lasts for years, each country stretching itself to breaking point. By the end, no governments remain with the strength to control the feuding masses and the world is nothing but a crusty old dirt ball.

Chaos reigns, leaving only the big corporations with any type of wealth or power. A few of the major conglomerates join and overthrow the last government, allowing the Earth one dominant power.

The people still run amok though and a new system is needed to maintain order in a fragile society. So the Government Police are born.

That is an abridged version of the introduction to *G-Police*. You learn all of this before starting your first mission, in tune to a glorious clip of FMV that recaps the past few decades leading up to 2097.

You begin as a veteran of the war, now trying to solve the mystery of your sister's death in the *G-Police*. The official inquiry stated a suicide, brought on by depression and stress, but you don't buy it.

She recently busted a couple of big cases and was speaking of a romance in her life, so you suspect a covered up murder. By joining *G-Police*, you hope to get closer to the truth.

After the absorbing intro, your first mission involves sniffing out an illegal weapons drop in your city, Callisto. The city is fully mapped out with skyscrapers, roads, ground and air traffic, light posts, etc., and it is split up, as the intro explains, into a few separate domes. The Earth's atmosphere is no longer breathable.



1



2

1. Traffic control
2. Cockpit view
3. The pretty explosions shake the screen during gameplay

The whole game is based upon the Havoc, a standard vehicle for *G-Police* that looks like a helicopter with no propellers.

It hovers and can travel in any direction, using four buttons (back, forward, up & down) as well as the direction pad. If you have a Dual Shock, steering is even better.

It can be equipped with a vast array of different weapons, but the



3

selection is small for the preliminary missions. As you advance through the missions, various missiles, rockets and cannons become available to you depending on the type and importance of the mission.

These missions vary from escorting bigwigs from here to there, making sure they survive, to stakeouts and fairly unimportant reconnaissance missions.

It is often a good idea to remind yourself that you're not one against an army, but part of a large team. Helping out your colleagues can pay off as much as defending yourself.

The FMV is stunning and frequent in this game. Most missions have a full motion briefing by your commander-in-chief beforehand, so you always know exactly what it is that you have to do.

It's not always killing either. Well, it's mostly blowing up the baddies, but there are usually secondary objectives to be fulfilled as well. Having to scan certain

vehicles and cargo midway through a mission adds to the overall immersion of the game and makes for a refreshing change, eliminating boredom altogether.

The human animation in the FMV is simply astounding and it helps greatly with the general realism of the game. You even get to know the characters within the storyline as the game progresses.

In the options you are able to toggle the graphics by balancing up the frame rate with the view angle and field of vision. You can have great depth of vision at a slower frame rate, or less scope in a smoother game. This is the only game I've seen which has this customisable option setting.

Overall, *G-Police* was a great choice at full price, but now you can't go past it. They couldn't even fit it all onto one disc, it's so huge. If you're a sci-fi fan or if you love shoot 'em ups, this one has to be played.

- Patrick Stanton

Official Australian  
**PlayStation**  
20 March 1999 Magazine

■ GRAPHICS:	★★★	Not the best, but not at all bad
■ SOUND:	★★★★	The music can be turned off
■ GAMEPLAY:	★★★★	Like being in an anti-gravity chamber
■ LIFESPAN:	★★★★	You'll want to play it through again
■ PRESENTATION:	★★★★★	Splendid! Thoroughly immersive

■ Overall: *G-Police* offers a strong variety of strategy and action set in a dark and disturbing future

**9**

OUT OF TEN

ANYONE CAN  
FIGHT  
BUT CAN YOU  
DANCE?

Let's take it on the dancefloor, because your

roundhouse kicks and punches are no good here.

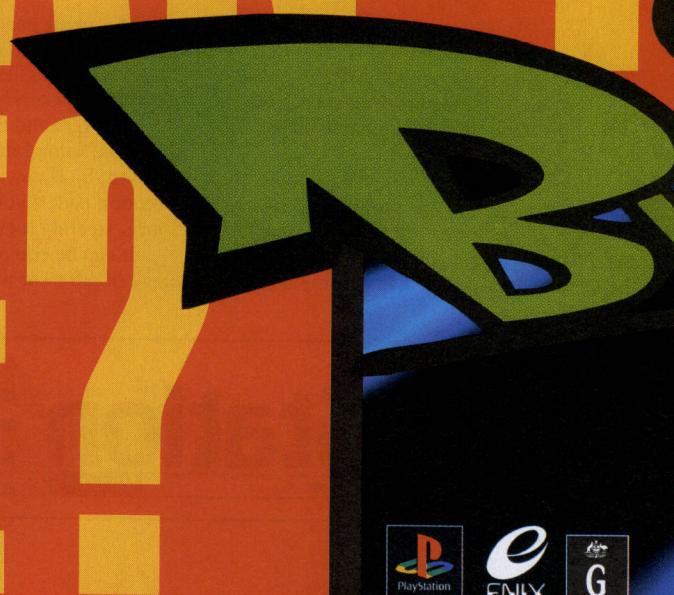
You're going to need rhythm, stamina and soul to stay

alive in the world's first 3D dancing game, but above all else

you'll need a total groove mindset to win the ultimate

battle – looking good on the dancefloor.

[www.playstation.com.au](http://www.playstation.com.au)



IN

OUT  
vStA Groove

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DO NOT UNDERESTIMATE  THE POWER OF PLAYSTATION

# PARASITE EVE

**It's a pity our mitochondria has been evolving faster than we have all this time**

PUBLISHER	Square
CATEGORY	Cinematic RPG
RELEASE	Tis year...
PLAYERS	One

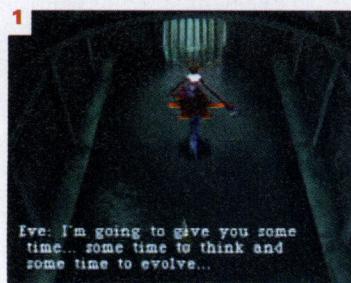
When it was released in the United States, *Parasite Eve* wasn't received as well as Square had hoped. There were complaints coming from all corners of the country saying that the game was far too short. The thing is, these whingers had expected much more from a double disc title.

Take *Resident Evil 2*: a double disc game that kept even the most keen gamers struggling for months. That's because it was sparing with its monster placement and its puzzles were diabolically set up so that they took ages to solve.

*Final Fantasy VII* is another obvious example, being made by the same team. However, it was much more of an epic quest rather than a case to be solved as quickly as possible, and it was of course written onto three discs instead of just two.

*Parasite Eve*, on the other hand, is definitely one of those rare cases of quality over quantity. Its plentiful enemies and bewildering

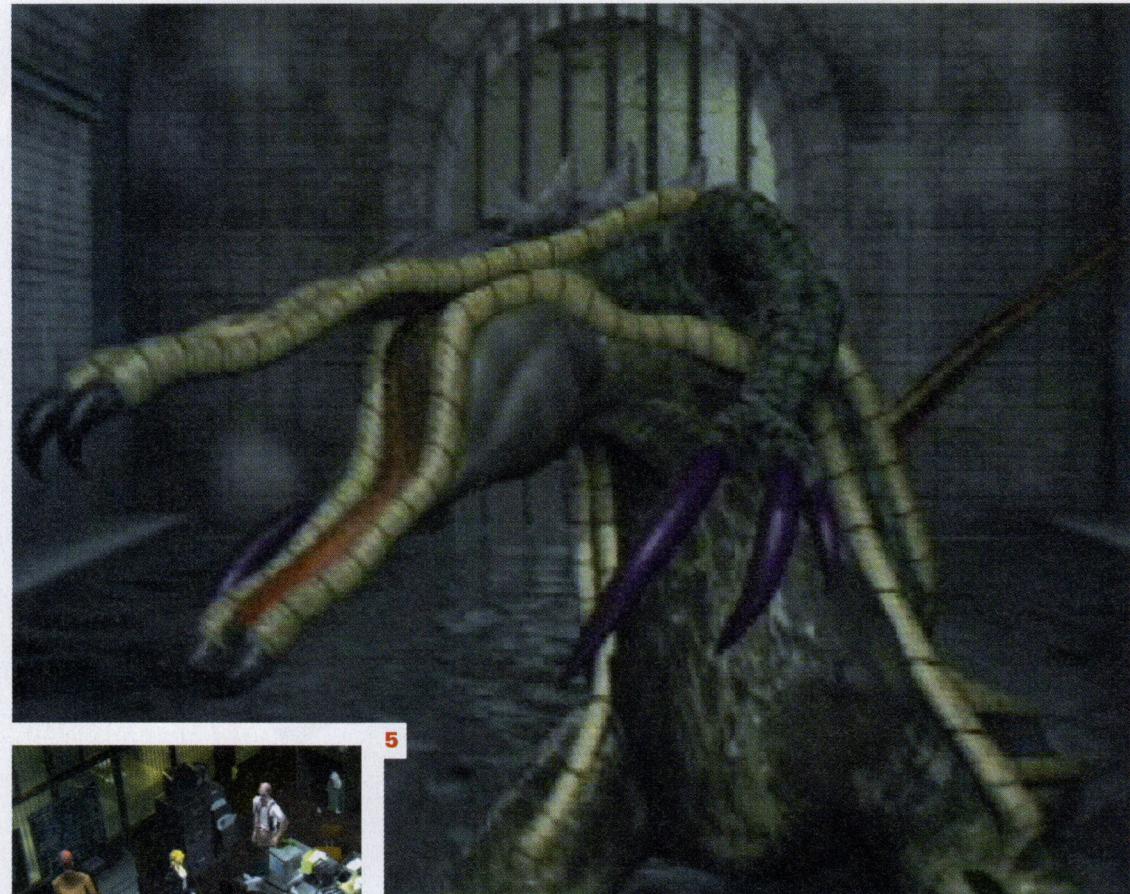
1. Eve decides to kill Aya later
2. Plot-only scene
3. Hangin' wit da homies at NYPD
4. Mutant monkeys in Central Park
5. The first boss (after Eve)



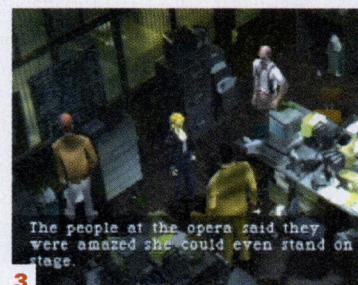
Eve: I'm going to give you some time... some time to think and some time to evolve...



Daniel: Hey, Yeah... You asleep? Oh well...



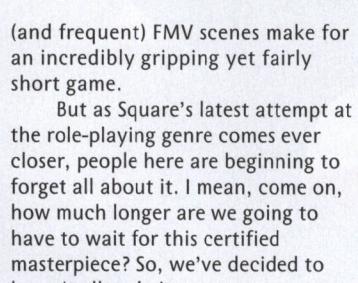
5



3



4



(and frequent) FMV scenes make for an incredibly gripping yet fairly short game.

But as Square's latest attempt at the role-playing genre comes ever closer, people here are beginning to forget all about it. I mean, come on, how much longer are we going to have to wait for this certified masterpiece? So, we've decided to hang it all and give you guys a

preview now, regardless of the translation period.

The plot, as we've covered a couple of times before, involves the spontaneous awakening of mitochondria at a cellular level. It is a tricky concept to bring to life as a game, which is probably why Square produced so much full motion video to accompany it. Otherwise they would have been unable to depict such graphic scenes of horror as those present in the game with half as much realism.

It all starts at the opera one night, when an up-and-coming diva named Eve sets the audience on fire to the dulcet sound of her sweet song. Well actually, the first to go up in flames are her colleagues on the stage. Then the whole concert hall falls into utter chaos as people start combusting left and right.

While the audience flees the auditorium in terror, the mysterious Eve continues to sing regardless. A young female detective called Aya Brea (you can name her yourself in

the game) is present for the fiasco and it is her that the player controls throughout the rest game.

To call this game an RPG would be correct, I suppose, but there a few important differences that distance *Parasite Eve* from its chosen genre. That's why Square has always pushed the phrase "cinematic RPG" so strongly for this particular title. They were aware that too many gamers would be expecting something more along the lines of *Final Fantasy VII* or even *Resident Evil*.

The most notable of these differences would have to be the system of combat. It is a little like most RPGs in that you are restricted to a certain area for the duration of the fight, but it is not (thank the heavens) turn-based.

The player remains free to move throughout the battle, although they cannot go beyond the boundaries of that screen. Of course, the enemies are free also, and they can be as wily as coyotes, especially in numbers. The general gameplay is very close to that



of the Resident Evil games; you walk (or run) around on 2D backdrops, searching for clues and ammunition wherever you can. The control is analogue and Dual Shock compatible.

The whole game is a big mystery which Aya believes she can crack, but as she gets closer to the truth, she discovers disturbing things about herself.

Beautifully rendered FMV breaks up (and sometimes builds up) the tension and punctuates the storyline along the way.

There is also a great deal of polygonal acting in *Parasite Eve*, to explain the great deal of plot that this book-turned-film-turned-PSX game contains. There is no verbal audio, but the music is moody and there are carefully placed effects which keep you on your toes at all times.

The way that you encounter enemies is more like Final Fantasy VII. You'll be wandering along when all of a sudden the screen's lighting reverses itself (like in film negatives) and you hear your heartbeat. When



the screen returns to normal, there are the monsters in your vicinity. The hit points are there. When you hit a monster, the number of hit points worth of damage appears

above them in true RPG style. The same happens when you are hurt.

The adventure is split according to the days Aya spent tracking Eve down. There are only six days in the

whole game. But considering that Aya meets a bunch of mutating rats, snakes, bats, parrots, frogs and a giant alligator on Day One, not to mention a few run-ins with Eve herself, it doesn't look like it's going to be too easy, let alone boring.

There is depth to the weapons Aya finds as well. She has a handgun to start, but she gets her hands on bigger things as the Police Department begins to realise what she's dealing with.

At the Station she can play with her guns and toggle their strengths. She can upgrade weapon attack power, bullet capacity and range.

Coincidentally, you can do the same in Sony's RPG *Wild Arms*, which follows the plot of Square's *Secret of Mana* and has the combat system of Square's *Final Fantasy VII*. Fancy that.

We hope to see *Parasite Eve* this side of the next millennium - it should be available by May. Until then, we poor sods in Australia (and other PAL territories but who cares about them) will just have to wait. It'll be worth it!

- *Hillous Lesslie*

# BRAVE FENCER MUSASHI

**He's brave! He's a fencer! He's Musashi! Check out the hair!**

PUBLISHER	Square Electronic Arts
CATEGORY	RPG
RELEASE	April
PLAYERS	One

Trust Square to get away with something as daring as a break in tradition. They've done it with the Tobal series, turning a fighting game into an role-playing quest. They did it with Parasite Eve, creating an RPG with a modern horror setting.

Now another gem from them is headed our way and it's called *Brave Fencer Musashi*. It's a bit of a mongrel as far as categories are concerned. We'd call it an RPG foremost, but it has streaks of platforming action to start with and is set in a 3D universe.

It looks like it's aimed at a very young audience. The cuteness of *Musashi* is the first indication and the way your objectives in the game are spelled out for you is another clue. But, the presentation is impressive and the gameplay simple enough for it to be appreciated by everyone.

Perhaps the best proof that this game was designed for an infant audience is in the first Chapter. The game is broken up into chapters and



until you've passed the first, you cannot save your progress.

During the first Chapter, all the main character has is a sword called Fusion. Pausing the game brings up a list of configuration options, like volumes and vibration settings (for Dual Shock controllers). Things begin simply and *Musashi* must follow a set path to



1. The mayor is useless
2. To go to bed or to play with toys, that is the question
3. 4. The white water rafting stage is really cool

get where he needs to be. By the second Chapter he has collected so many things and spoken to so many people he needs a full inventory in the pause screen menu.

This is when the game begins to steer away from the 3D platformer genre and gets truly stuck into being a role playing game.

At first it is only the Princess who requires rescuing, but entering the second Chapter someone gives *Musashi* a list - a long list - of other villagers who have been imprisoned. Someone also gives him a watch.

From the second Chapter onwards, the game is timed. There's a clock in one corner of the screen and

it registers fifteen minutes every seven seconds, roughly. A regular day passes in around twelve minutes.

The whole world lives by this time schedule in the game. The sun rises at 5.00am and sets at night. Shops in the village open in the morning and close at night. Some monsters are nocturnal and come out at night only.

The hero is voiced (by an American child actor) all the way through, as are almost all of the characters you come across.

There are a great many characters, which might go some way to explaining the long translation time for this title. Occasionally, during *Musashi*'s

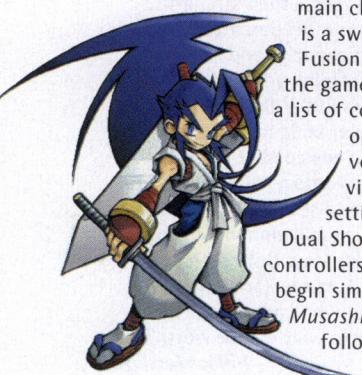
adventures, you'll come across the odd mini-game. There's the old running from a boulder routine, games of cards, a frantic white water rafting experience and of course many diabolical bosses.

There's even a toy shop where you can get a *Brave Fencer Musashi* Action Figure! I think that if you don't open the figures, as you have the option of doing, they may increase in value or something.

If you do open them, you get to play with them, look at them from all sides and see their Action Chop.

This one looks good ladies and gents. You should keep a close eye on it. It has excellent graphics and sound, involving character personalities, a bizarre sense of humour and is suited for all ages. The review's gonna be good!

- Hillous Lesslie

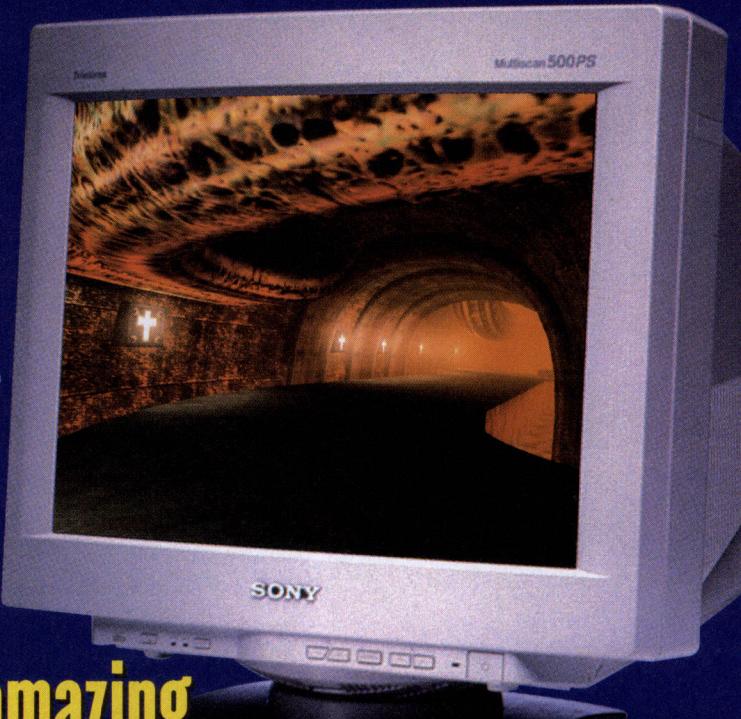


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# SILENT HILL

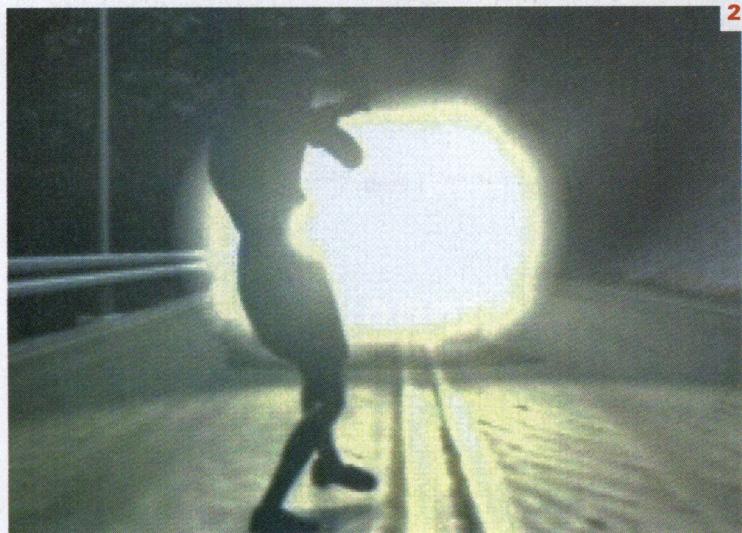
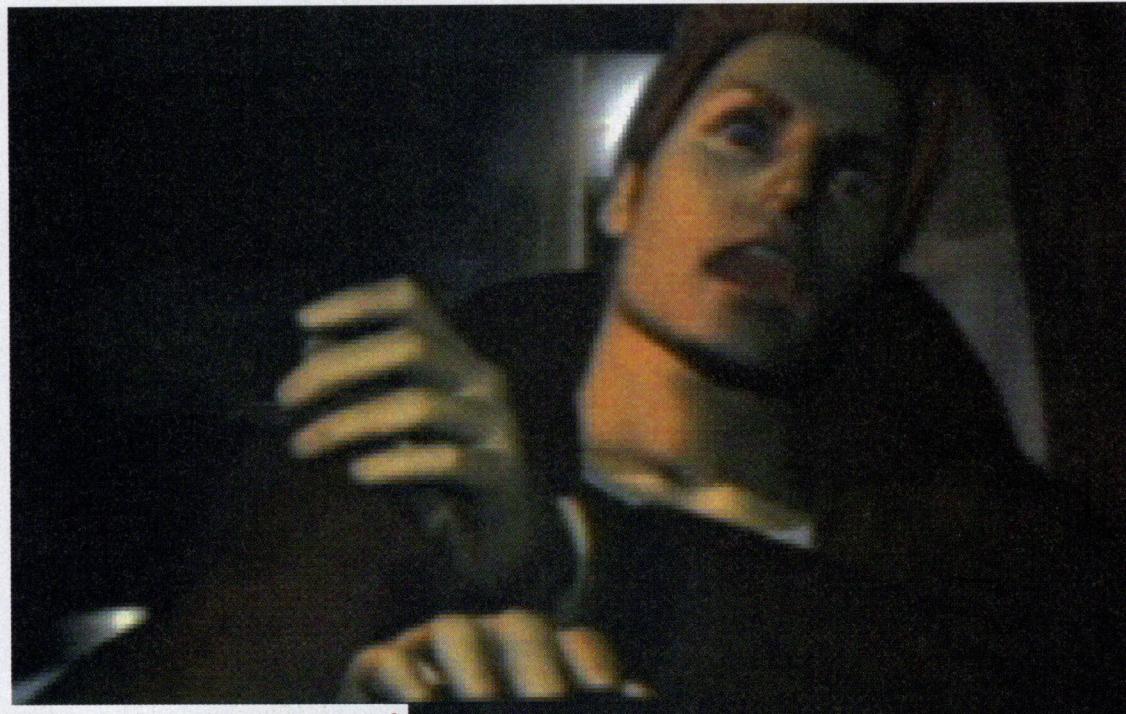
**It's high time companies other than Capcom began cashing in on horror games**

PUBLISHER	Konami
CATEGORY	3D Horror
RELEASE	Third qtr '99
PLAYERS	You and you alone

**K**iddies, close your eyes. Girls, gasp in terror. Blokes, brace yourselves. The scariest game for PlayStation ever since the notorious Resident Evil series is on its way to these shores.

We have in our possession a Japanese demonstration disc of the game which has given us the rare opportunity to actually play the game after hearing so much about it. Yes, it is remarkably similar to Resident Evil in quite a few ways, but it is also distinctly different in others.

We'll start with the similarities. The FMV; there's lots of it and it is all of a very high quality. As in Resident Evil, it strives to capture strictly human gestures, emotions such as fear, anger, sadness, shock and grief.



**1. 2. The main character swerves to avoid a wandering idiot  
3. The FMV is amazing 4. You must find your daughter before...**

*Silent Hill* goes beyond the efforts of Resident Evil in terms of emphasizing the human characteristics in the cut-scenes.

The faces have been rendered exceptionally well - each and every frame of the computer graphics is spot on from all of the bodily proportions to facial expressions.

The introductory FMV collection is a blast of images, various people of the disturbed township engaged in acts of drama. Although silenced by the intro music, it vaguely depicts

the grim storyline and appropriately unsettles the audience.

The plot evolves along the lines of a man and his seven-year-old daughter driving across the country, from the looks of it America. That's you in the car driving, and that's your daughter falling asleep in the passenger seat.

It's night time, it's lightly snowing, a female policewoman on a motorbike passes your car, pausing to give you a glance. She takes off up ahead and disappears from sight.

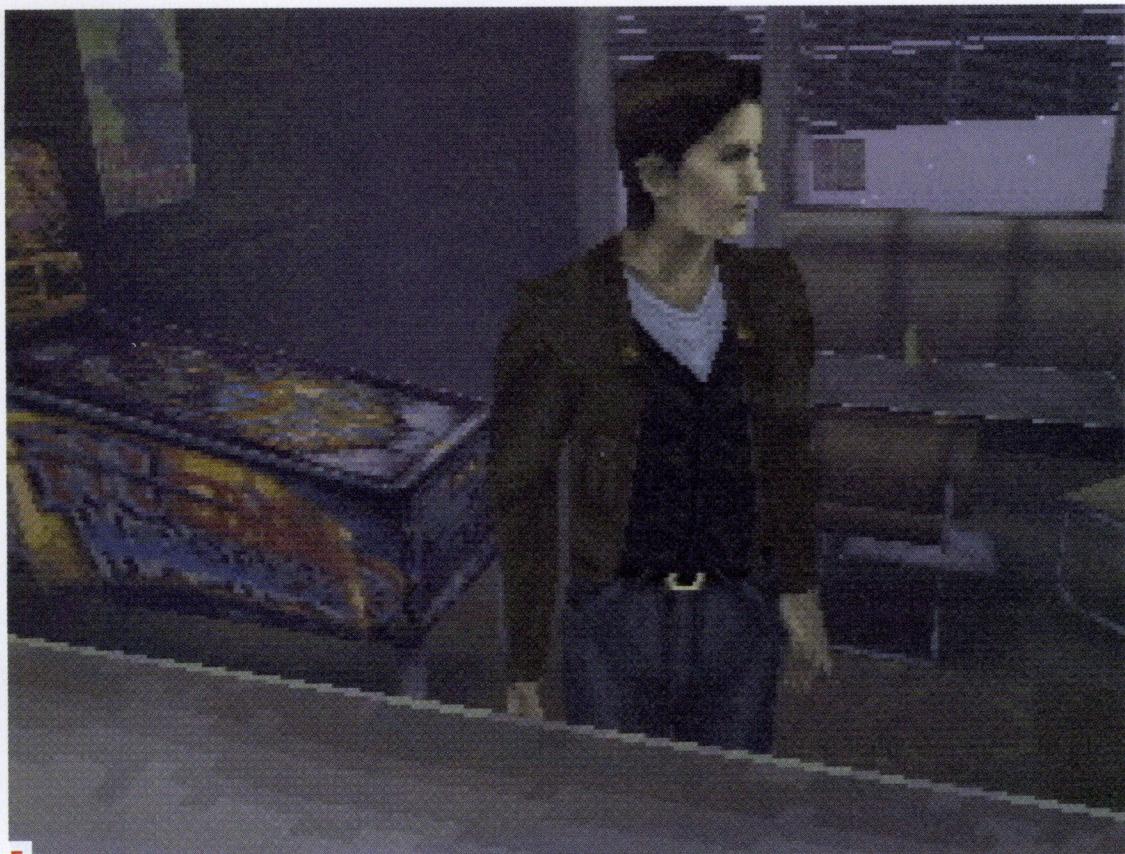
Soon enough you spot something on the side of the road. Seeing it is a wrecked motorbike, you become nervous, now more wary of what's ahead but also wanting desperately to go faster. This place is odd.

Far too late, you see a slim young figure stepping out into the path of your suddenly careening vehicle. Narrowly missing them, your car hurtles in a spin and comes to silent rest... When you wake up, you're still in the driver's seat. The

car hasn't been damaged that bad, and there's a town nearby, but then the worst news hits. You're daughter's gone.

On your feet now, running. This is where the FMV ceases to direct the plot and the player begins. The setting is a small country town of sorts, with some snow falling on the many shabby places of residence.

A heavy fog is setting in; the clouds restrict your view to only twenty feet or so. After running around for a bit, you spy a small girl



5



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in the distance, walking in a daze. You call out, but she appears not to hear your voice. And then she's gone.

You give chase, naturally, but the girl somehow manages to remain on the very edge of your vision. Finally you almost catch up, but she turns down an alley before you can get to her. You follow.

From here it starts to get a little morbid. The first thing you come across down that alleyway is a huge rotting carcass. It's so mutilated, it could be just about anything.

Blood and guts are smeared on the walls here and there. There is a

hospital stretcher complete with body and bag. A broken rusty wheelchair squeaks in a corner.

Through a gate and into another narrow lane, it has become so dark that you need to light a match to see. A little further on you wish you hadn't, as you find yourself staring up at a hideous sacrificial corpse hanging from a chicken-wire fence.

It's dark behind you so you turn to see what that shuffling sound is. Alarmed and unarmed, you are left with no choice but to run from the small deformed shapes headed in your direction.

You retreat to discover that you are locked in. The horrible brown creatures lunge at you, grunting and gnawing...

You wake up with a start on a couch somewhere, to see the same face that you saw somewhere before. It's the same police officer that you saw on the motorbike.

*Silent Hill* promises to provide all game gamers a thrill and a mystery in a dark and cloudy setting. Literally. The only problem we can see at this stage of development is that it's a bit too dark and cloudy in some places.

In the outdoor scenes, either the fog or the midnight blackness limit the field of vision dramatically. When indoors, no lights are operational so you have to use the

torch that you found in the cafe. It is a funny little torch which sits in your breast pocket, allowing your hands to do other things. The trick is that your body blacks out everything behind you. The only visible area is in front of you.

In a sense, Konami have killed two birds with one stone. By limiting the field of vision in any scenario in *Silent Hill*, the frame rate has no trouble keeping up and the player is unsettled by a certain blindness.

You'll find yourself turning around every two seconds just to make sure that there really is nothing there. When something is there, it's ten times as frightening.

Another unique aspect of *Silent Hill* is the unusual camera behaviour. For the most part, the camera follows the hero around just like it follows Lara in *Tomb Raider*. There are certain parts of the game though where the camera acts differently.

One such part is during the trip down that macabre alleyway. At the first gate where you enter, the camera stays fixed Resident Evil-style, low to the ground. This is the first sign that something is awry.

As you venture further down the alley, its lack of width forces the

camera to shift to a new position above your head. Now free, it moves swimmingly as it tries to follow the character down the lane and around the corner.

It even depends upon the direction your character faces. It hovers sickeningly up there, swaying, and it will tilt towards wherever you point your man.

Apart from making it a little harder to orientate yourself, this abnormal camera action is very good at unnerving the player. We'll let you know more as soon as we can.

- *Hillous Lesslie*

# BLOODY ROAR 2

We played this so much our eyes are sore, and our thumbs are bloody raw too!

PUBLISHER	Hudson Soft
CATEGORY	Fighting
RELEASE	June
PLAYERS	One or two

**N**ew ideas are a rarity in the fighting game genre these days. We keep getting rehashed games that don't seem to improve upon the original's ideas, or we see a slew of copied ideas.

Themes appear in games that look identical to those present in the big name fighters, like Tekken 3. As a reviewer for a mag, it can become a painful experience to open the mail from distributors to see what ripped off rubbish we get sent next.

Thankfully, every once in a while, we get sent a fighting game that says, "hey, I'm something new and interesting" and *Bloody Roar 2* fits the bill here, with awesome visuals, dynamic gameplay and above average character design.

Way back in the first half of last year, we were blessed with the appearance of a new fighting game that has the unique ability to turn your character into a hybrid animal during the match.

*Bloody Roar* looked a lot like Sega's Fighting Vipers, as it was the first game to enclose fighters in small arenas, while also including the hybrid animal fighters that had the ability to draw huge amounts of blood from each other during the course of a match.



1. No way to pick up chicks
2. Tiger vs big bug
3. Don't tread on this insect!
4. Something special's happening..

Over a year later, *Bloody Roar 2* makes its appearance, boasting more characters, better visuals and more violence. *Bloody Roar* centres around a tournament that involves a special race of genetically constructed super beings known as the zoanthropes.

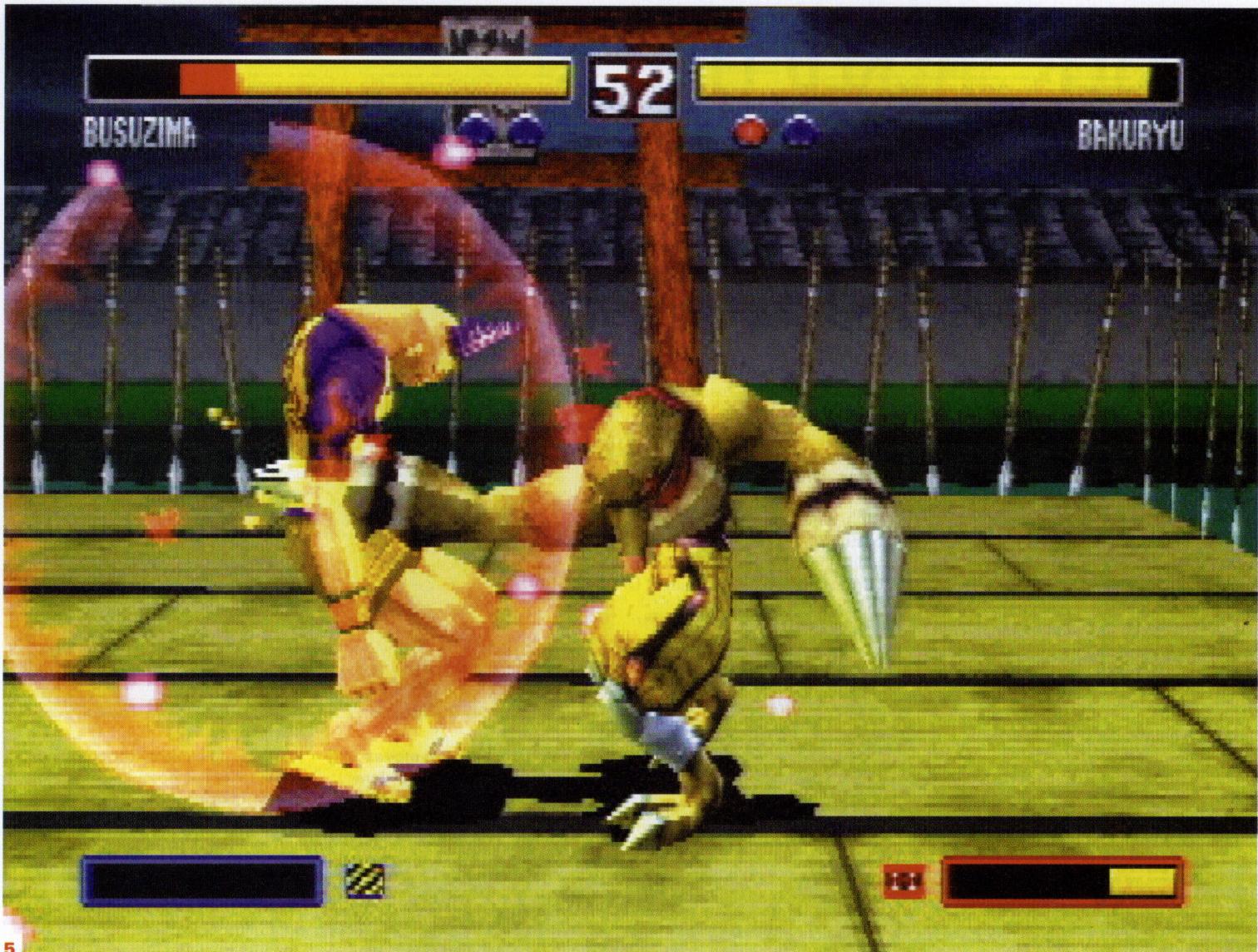
Each of the fighters possesses a different set of genes that allows him or her to change at will into a hybrid creature who has immense physical strength and animal-like abilities.

In their human form, each of the zoanthropes has been trained in specific martial arts so that they are already competent fighters who can maim and kill at will.

As soon as they assume their hybrid form, the fighters have a whole new range of moves that are based around their specific type of animal.

Most, like the tiger and lion-based zoanthropes, have claw-type attacks that involve slashing movements that claw the crap out of your opponents, while some like the wolf, Hugo, have the ability to dive onto their opponent and bite chunks out of them.

At the start of each round, each fighter has a power up bar that determines when they can change into their animal alter ego. Land a few well placed punches and kicks and the bar will quickly be filled.



5

Once in the hybrid form, though, it's still quite easy to be knocked senseless and be returned to the weaker human state, so getting cocky with your new found hybrid powers isn't recommended.

As mentioned, each of the fighters has their own unique skills that relate to their hybrid form. Hugo, the wolf character, has fast, clawing attacks and biting moves, while Stun, the huge insect fighter, has the ability to fly over short distances while attacking his opponent from the air.

Like Fighting Vipers, the ring is surrounded by large walls that often aid in smashing the buggery out of your opponents. With the game's simple control system (punch, kick, block and beast transform buttons), air juggles are quite easily done by performing half circle or dragon punch-style D-pad movements.

Juggle your opponent in the air and you'll find it's possible to continually smash them across the arena, into the wall, and then up against the wall until you execute a



6



7

- 5. The mole drills a hole in the new chameleon character
- 6. The point of transformation
- 7. King of the jungle

### 'Bloody Roar 2 makes its appearance, boasting more characters, better visuals and more violence'

finishing move causes them to smash through the wall and crumble into a lifeless heap 50 metres away.

After watching your computer opponent on a high difficulty level, you'll notice that the game has a huge amount of combos - often 30 or more hits in some cases - that can be used if the timing is right.

Graphically, Bloody Roar 2 has

had a significant upgrade from the original game. The game comes equipped with a option that allows you to alter the screen resolution, from the basic 320 by 224 res right up to the super sharp 640 by 480 res.

Secondly, the game's textures have been cleaned up significantly. All of the fighters look well detailed, and look powerful and dynamic.

Kicks and punches really look as though they are doing damage, more so than Tekken 3's do.

The fighter's claw attacks and heavy-impact blows are also accompanied by flashy graphical effects, and the knock out moves are followed by up-close action replays; all of which give the game a very polished look.

The finishing touches are now being put on Bloody Roar 2, including a huge range of game modes, from Story mode to Practice and Vs modes, hidden characters and the bloody effect is also promised to be significantly increased in the final version as well (Yes!).

If all of these additions go to plan, then Bloody Roar 2 will be one of the best fighting games of '99, without question.

- Geese Howard

# KENSEI: SACRED FIST

Konami enters the 3D fighting arena with a slightly different game

PUBLISHER	Konami
CATEGORY	Beat 'em up
RELEASE	June
PLAYERS	One or Two

Sometimes it seems like only days pass between the release of 3D beat 'em ups, with each promising slicker graphics, a faster frame rate, more realistic violence and so on.

However, the one thing that most of these games have in common is that they are only 3D in terms of graphics modelling and not in terms of actual freedom of movement.

As such even the big guns like *Tekken 3* and *Dead Or Alive* aren't really that much different from the 2D Street Fighter clones that spawned them, and the only true 3D beat 'em ups of any consequence on the PSX remain the superb *Tobal* series.

Now, however, with the release of *Kensei*, Japanese giant Konami have made us all sit up in our chairs with a game that, while it initially

bears a strong resemblance to *Tekken 3*, breaks free from the 2D/3D world into the glory that is full 3D movement.

In terms of the actual fighting engine, *Kensei* is best seen as a cross between the *Tekken* and *Tobal* systems. The combos, which are numerous to say the least, rely on button mashing skills comparable to those required in the *Tekken* series yet the basic configuration and style owes a debt to *Tobal*.

In *Kensei*, you only have four action buttons: one punch, one kick, a block and a hold button. Only two attack buttons may seem a bit grim,



1. Huge characters, big moves
2. An unconventional face slam
3. Look at those legs! Not a corner in sight!

but this is helped by the enormous number of combos and the ease of performing complex throws.

These throws are simplicity incarnate to execute, and provide the opportunity for equally simple yet devastating counter attacks. As a result of this style of fighting, *Kensei* contains some of the quickest and smoothest action seen in a PSX fighter.

As you can see, the characters are large on screen and wonderfully smooth. Let me just assure you that their body movement is of a fluidity that matches this graphical clarity.

*Kensei* contains a wealth of wacky characters (you start with 9 out of 22 and unlock the rest in the standard fashion) and a number of different gameplay options. As well as your standard arcade, time attack and survival modes there's also an interesting little option called watch mode.

This mode lets you choose two combatants and sit back and watch as the CPU puts them through their paces. This is not only entertaining and a good way to get ideas about how much the characters can do, but it is also a nice relaxing option for when your thumbs just won't thumb any more.

With all of these fine gameplay options and some seriously slick production, *Kensei* is shaping up to be a serious contender for the beat 'em up throne and one that we'll be closely watching.

- Adrian Bertram



# WCW/NWO THUNDER

Time to get your tights on and hug sweaty men!

PUBLISHER	GT Interactive
CATEGORY	Wrestling
RELEASE	March
PLAYERS	One to two

There's just something special about seeing huge, buffed up, steroid heads bash each other to buggery that makes the average Aussie male's day.

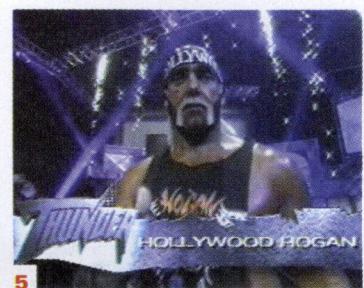
So you could understand that with the deepest excitement and joy I opened up the latest beta version of *WCW/NOW Thunder* for the PSX. After all, chugging beers in front of a TV on a Saturday arvo is the Aussie male's second favourite past time (after chugging beers on a Saturday arvo in front of the barbie).

In an effort to upstage their previous attempts at recreating a sport about a couple of buff turkeys bitch slapping each other in their mother's leotards, the programmers behind *Thunder* created much fmv to keep wrestlin' fans happy.



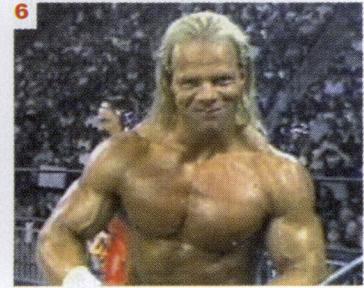
1

1. Bob's Massage Workshop
2. Here sweetie, have a watermelon
3. That's one impressive push-up!
4. Typical wrestling setting
5. Isn't this guy getting too old?
6. Blonde bimbo with big tits



3

5



4

6

Apart from the usual 'enter the ring' type full motion video, players are now treated to video where the wrestlers try to convince you of their superior abilities at the game's introduction screen.

Listening to them go on about their silicon implants is a laugh, but not half as funny as Kevin Nash, who proceeds to tell you to bugger off and hit the road when you try to select him as your character.

Secondly, the programmers have jammed a grand total of 64 different wrestling dudes into the game, far outclassing any of the previous wrestling games on the PlayStation.

All the old favs are back, including Hulk Hogan, Macho Man Savage and Brett Hart, as well as a few nasty hidden surprises for fans who follow their TV antics.

Further adding to the game's attempts at creating the ultimate wrestling environment is the behaviour of the crowd and commentary for the game.

Looking a tad pixelised, the crowd throws rubbish into the ring, hurls abuse and scorn at you and

your opponent as well as chanting and screaming out the name of the wrestler who's currently winning (or acting better, shall we say!) The official WCW announcers, Tony Schiavone and Mike Tenay, are there to fill you in on each move, throw, and pin.

Graphically, the game has had a facelift since its predecessor, *WCW Nitro*. Animations are more refined and the wrestler moves more fluidly between actions. The detail in the ring and surrounding area has also been increased, with strobe lights beaming onto the ring.

Overall frame rates appear to be smoother as well, with the additions firmly placing *WCW/NOW Thunder* above all other wrestling games on the system. Perhaps the only thorn in the current version of the game is its overly complex control system.

Simple moves still require many button and pad movement combinations, which may put some people off the game. If the programmers can fix this before the game's release then wrestling fans will surely have reason to rejoice!

- Geese Howard

# MARVEL SUPER HEROES VS SF EX EDITION

Marvel at the 2D capabilities of the PSX - Streetfighter never looked so good!

PUBLISHER	Capcom
CATEGORY	2D Fighting
RELEASE	June
PLAYERS	One or two

2D fighting games have become one of the most indefatigable staples of the console market. Many (myself included) have been predicting their death for quite some time now.

But while we have slowly seen the almost complete demise of 2D platformers, shooters and such in favour of their 3D counterparts, the humble 2D beat 'em up just keeps going strong.

A lot of the credit for this has to be attributed to the good people at Capcom and their relentless desire to put a new Street fighter game on the shelves every other month.



1. 2. Ultra-mega-super combos
3. Heaps of dudes to choose from and a team play option
4. Five Spideys = five hits
5. Four big characters on screen & a multi-layered background!

Helping Capcom keep from becoming stagnant has been their use of characters from Marvel Comics, and while there's always some bitterness in the hearts of PSX owners over X-Men vs Street fighter only appearing on the Saturn (curses), the release of the arcade smash Marvel vs Street fighter should bring some sunshine to your grey (box) lives.

*Marvel Super Heroes vs Street Fighter* is essentially very similar to the current crop of Street Fighter EX titles, maintaining the classic 2D viewpoint with all those moves you know so well. However, the inclusion of the Marvel cast really makes a big

difference here and takes the effort beyond the standard fare, making it a little more universally appealing.

This is important as while there are certain people out there who will buy every Street Fighter update religiously, for the rest of us with the current fighting choices, a 2D fighter really needs to shine.

The Street Fighter characters in this game are Zangief, Vega, Dhalsim (always a favourite), Chun Li, Sakura, Gouki, Dan and of course Ken and Ryu. On the Marvel side of things there's Cyclops and Wolverine from the X-Men, Spiderman, Hulk and Captain America as well as four other

characters that come from after my Marvel Age: Blackheart, Norimaro, Omega red and Shuma Gorath. The last of these in particular is a freakishly weird character and a fine addition to any fighting game.

*Marvel Super Heroes vs Street Fighter* contains many modes of play including Battle, Hero Battle, Cross Over and more.

At this early stage *Marvel Super Heroes vs Street Fighter* is shaping up nicely indeed with some good looking graphics and good animations as well as some unusual moves, especially from the marvelites.

As usual for most normal people, you will have to think about just how many of the Street fighter games you really want, but the Capcom army should start squirreling away the pennies immediately.

- Adrian Bertram



# STREETFIGHTER ALPHA 3

The Streetfighter series reaches a climax with this huge title

PUBLISHER	Capcom
CATEGORY	2D Fighting
RELEASE	June
PLAYERS	One or two

If any company could ever be accused of flogging a dead horse, it would have to be Capcom. There's been more incarnations of the Streetfighter games than I've had birthdays, and I'm an old coot.

Still, behind each game has been the classic Streetfighter gameplay which even after all this time, is rock-solid fighting gameplay at its best.

It's just that most of the additions to the Streetfighter series have been a single character here, or a single move there; there have been no major additions to the gameplay, which is what we've all wanted and craved for.

In an effort to prove that they still have what it takes, Capcom are preparing a version of their *SF Alpha 3* arcade game for the PSX. It promises to be all the arcade was.

The first thing that will hit you in the face about this game is the sheer number of characters that you can play with, 25 at the start and

more promised to be hidden in the game. Some of the newcomers include the old gang from Super Streetfighter: Fei-Long, T Hawk and Dee Jay, and other old favourites, like Blanka, also make a return.

This list of characters itself is reason to purchase the game, but Capcom have gone one step further including three of Streetfighter's past game modes to select from. In a similar vein to Streetfighter 3, Alpha gives players the choice to pick their super move style before the game starts.

These 'isms' or super modes, consist of the following: X-ism's enables the use of one very super powerful Super Combo, Super Street Fighter II X style; A-ism provides a handful of Super Combos, in Street Fighter Alpha style; the V-ism, are the



1. Hooray for Dee Jay
2. Blanka's back, uglier than ever
3. The sumo E. Honda returns
4. Rose uses her long-range scarf



enhanced custom combo from Street Fighter Alpha 2. The inclusion of these different modes is sure to please fans of the series, and especially those who haven't purchased any of the previous Streetfighter titles.

Another addition is the Guard power gauge system where players start with a gauge that decreases when the block attacks are used. It recharges slowly, but if it runs out you can't block for a while, so the incentive to constantly attack opponents is increased.

A new game mode named the World Tour has different fighting rules. These rules change between rounds, as you'll sometimes have to fight different characters in the next round, or you'll only be able to win by using super combos.

While the players' animations haven't changed much, this game goes out to increase the amount of detail in the game's backgrounds. More scenery is present, with moving objects, like cars, boats and planes. The end result is that the graphics look busier, and more intense.

*Streetfighter Alpha 3* looks to be a sure buy for Streetfighter fans who just can't get enough of that old dragon punching action. Even newcomers will be amazed at the huge amount of options and characters that the game has inside.

- Geese Howard

# BIG RACE USA: PRO PINBALL

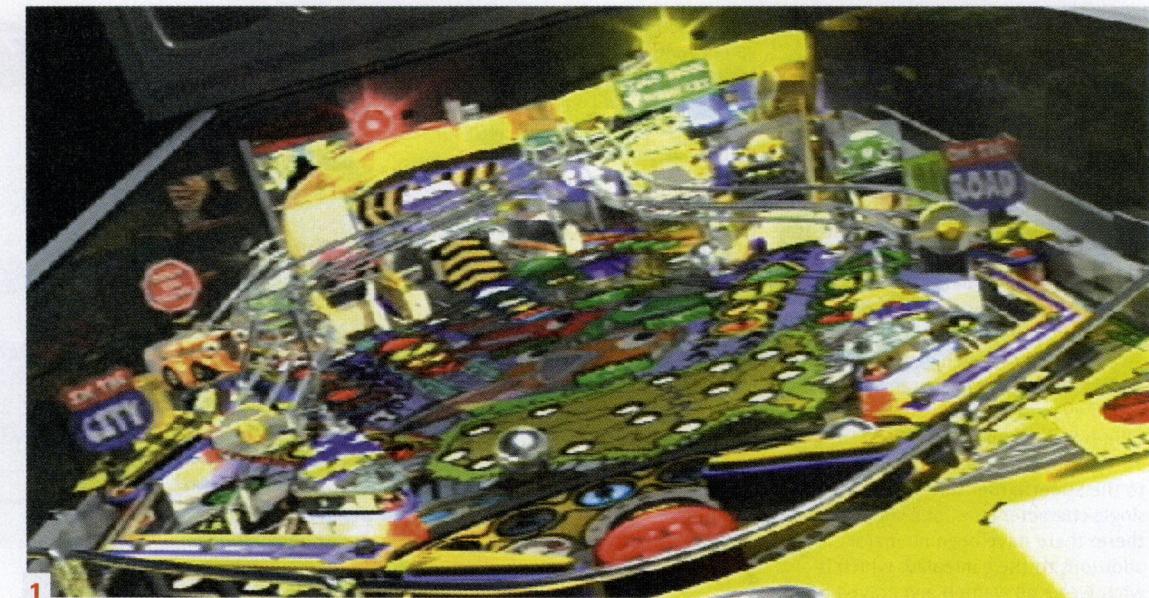
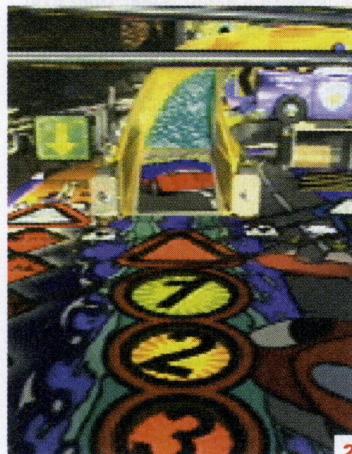
It's a funny oxymoron - video pinball - but this one looks good

PUBLISHER	Empire
CATEGORY	Pinball
RELEASE	Available now
PLAYERS	One to four

**A** pinball simulation. Not what I expected to be previewing on the PSX, but I guess not a real surprise when I think about it.

When you get down to it, the Playstation provides an excellent platform for a half-decent pinball game, and Big Race is more than half-decent - it's pretty damned good.

The only real problem I see in putting a game like this on the Playstation is the limited graphics resolution. So, when I booted it up in my console, the first thing I checked for was good resolution, especially at the further depths.

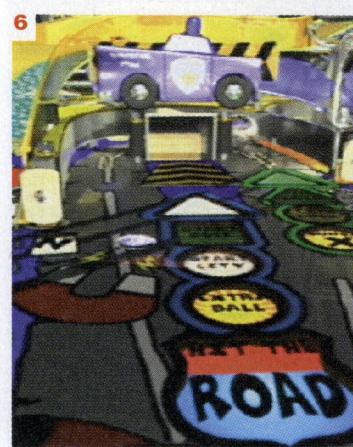


I was pleased to see that although my prediction was correct, the developers have tweaked the game to make the motion of the balls clearly defined as well ensuring that the interaction between ball and table was outlined quite effectively.

## Real Table Options

There are many options available, including setting the slant of the table and the strength of the flippers. These allow the player to finetune the table to a level they feel comfortable with.

The table is designed to reflect a real table, so in addition to these useful options are those options that are not so useful, like testing the lights and diagnostics. All of this is done by the table's dot matrix display at the top of the screen.



**1. The many images of the table are all in high resolution**  
**2. 3. 4. 5. 6. A slide show lets you see the whole table up close**

In terms of gameplay, *Big Race USA* is one of the best pinball simulations I've seen regardless of platform. The balls move realistically in response to gravity, flipper action, and bumpers. The flippers respond well - not 100% instantaneously, but instead with a feel for the real thing.

There are two main flippers, and two top flippers. These four are your only defence to the ball sinking down beyond rescue. The way the table has been setup though, you'll find that these are more than sufficient.

## Sub-games galore!

Sub-games litter the table and some places even double up depending on your current mission. The overall theme is that of a race across the states of the USA.

You are controlling a Taxi, and the action and sub-games reflect this fact. Don't get me wrong - the pinball action is what counts and the theme doesn't overshadow this. The theme enhances the gameplay by providing a common link between all elements.

The table sound effects are indistinguishable from the real thing and when combined with the groovy music and rather cheesy American accent, they serve to complete a game that really does show that it suits the Playstation.

It's been years since I racked up 84,000,000 points in a single game - only pinball could provide such an outrageous figure and then play match-up with the last 2 digits to determine if I get a free game or not. Way cool, this one!

- Andrew Parsons

# MONKEY HERO

A cute little RPG based on the popular Chinese legend

PUBLISHER	Take 2
CATEGORY	RPG
RELEASE	May
PLAYERS	One

Looking for a game to pleasurable while away the hours, one which doesn't tax the brain too much? If you have poor decision-making abilities or need to be prompted without too much subtlety for every next move, *Monkey Hero* could be the game for your shelf.

Sit back and rid the world of the impending domination of the Nightmare King. You guessed it, he is threatening to overthrow the Dream King, ruler of the known waking world.

In order to do this, the Nightmare King must first lay his hands on the eight volumes of a magical book. Inconveniently, they are scattered throughout the land. To foil him further, Master Sage was wary of his diabolical plans and has sent you out into the world to find and protect these precious chapters.

*Monkey Hero* is a fairly standard and pretty simple arcade-style role playing game for all of the younger gamers out there.

Frequent signposts give clear directions, and simple dialogue with other characters, such as Fonty the Fortune (a mushroom-headed character) show Monkey, the hero of the title, the right path.

It would not be too outrageous to suggest that Monkey bears some resemblance to another well known monkey hero; certainly it is not long before he holds in his nimble little fingers a magic staff.

### 1. Everyone has something to say



1

Those who remember the TV show 'Monkey' faithfully enough will recall him eating some forbidden peaches from Heaven to become immortal. It just so happens that this little monkey hero collects peaches to comprise his lifebar.

### 2. 3. The gameplay is very simple



2

He even gets a magic headband which connects Monkey telepathically to one Master Sage. Keep an eye out for Pigsy and Sandy too...

Our favourite bit seemed to be closely based on a scene from Ghostbusters, in the LIBRARY with the GHOST LIBRARIAN, and various floating nightmares.

But wait, could there be... Bosses! There are no less than eight "intrepid and creative" bosses, and watch out, they are surprisingly fast.

One disappointing thing is the tinny synthesised music. On such a simple game some decent music would have been much appreciated, but at least it is upbeat, if repetitive.

The graphics are simple and cheesy, but somehow pleasant to watch, a lucky thing, as you'll be seeing quite a lot of this cartoonish style.

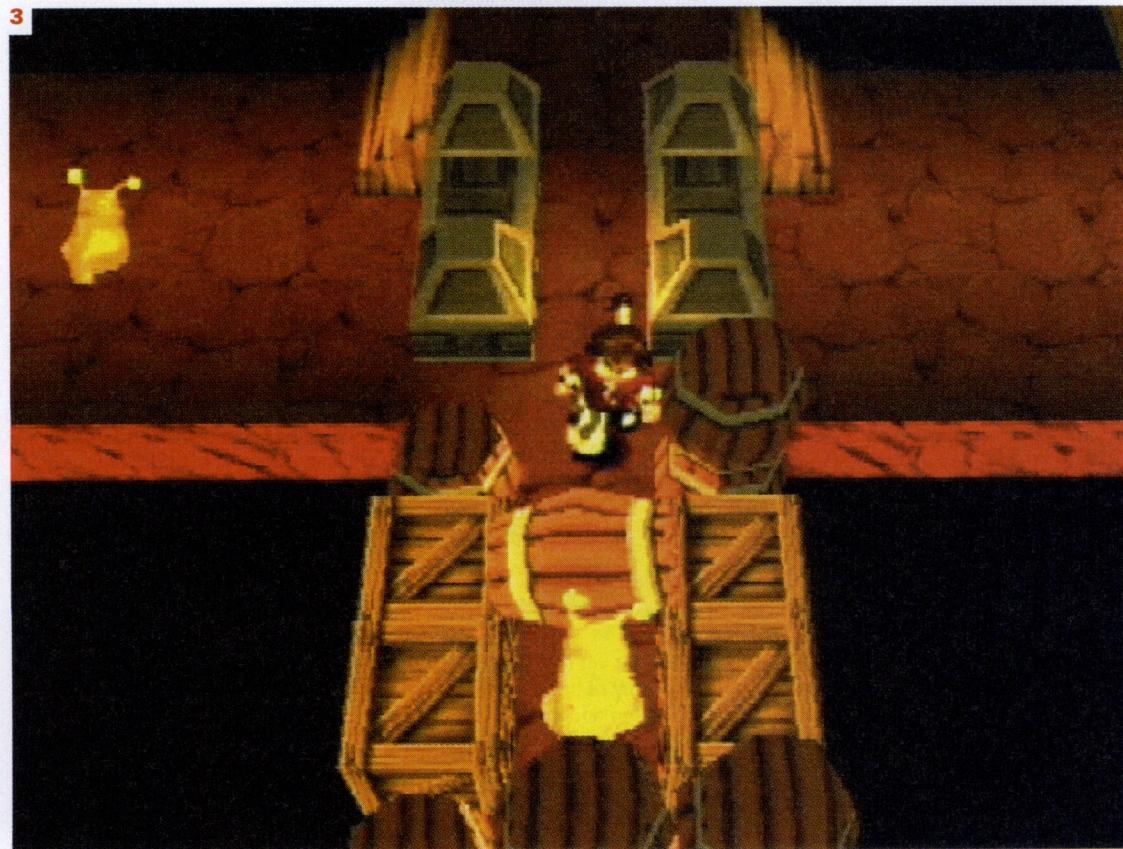
The lands that our Monkey travels are varied, from dungeons and caverns to jungles and swamps. New weapons are to be found to defeat new enemies. He'll need them too, with 45 different foes to fight along the way.

During his journeys he learns of magic spells, and he uses this magic in battle to overcome more powerful adversaries than himself. As he finds each part of the magical storybook, he becomes more powerful in the art of sorcery, hence the RPG categorisation.

It doesn't look to sweep anyone off their feet, but *Monkey Hero* still appears to be offering the best in rock-solid gameplay. It is not aimed at the more mature PSX owners out there, but a much younger audience.

After all, there is an unbalanced ratio where PSX titles are concerned which tends to leave the younger market behind. A full review next time.

- William Patrick



# TWISTED METAL 3

We look forward to playing the third in the original car combat series

PUBLISHER	Sony
CATEGORY	Car combat
RELEASE	June
PLAYERS	One or two

**T**wisted Metal 2 was a great game that corrected the shortcomings of its predecessor and genuinely established the automotive carnage genre on the PlayStation.

The third installment has been on the cards (and the release schedules) for quite some time now, but things have been happening in the meantime.

Firstly, the genre has expanded somewhat with games like Grand Theft Auto, Felony 11-79 and Vigilante 8 all carving out their own fan bases. The second and perhaps more important factor is that there has been a change to the production team with the Rally Cross people taking over.



1. The scenery is highly detailed
2. Cop that, cop!
3. Yeha! Four-player mode!

Well, we have finally got our hands on an early version of *Twisted Metal 3* and at this stage it looks like things are shaping up quite nicely indeed, with the new effort retaining the flavour and basic design of *Twisted Metal 2*.

It's not just the basic design that has been retained for *Twisted Metal 3*, for eight of the twelve available vehicles are the same as they were in *Twisted Metal 2*.

The returning characters are Axel (freak standing between two huge wheels), Mr Grimm (motorbike), Hammerhead (4WD), Outlaw (cop car), Roadkill and Spectre (two hotrod-up production cars) and my favourites: Thumper the homie in his low-rider and Warthog the armoured car freak.



Of the new characters Roger, with his drill-equipped construction vehicle, is the most interesting. Of the remaining three, Firestarter drives a hot rod while Club Kid and Flower Power bring the small car market into consideration with their mini and VW respectively.

like? The answer to both is remarkably similar to *Twisted Metal 2*, but allow me to elaborate.

*Twisted Metal 2* was a great game to play and its graphics were perfectly adequate for the time. However, that was a couple of years ago and quite frankly *Twisted Metal 3* doesn't appear to have moved on a great deal (or at least not in this version anyway).

Some aspects have been cleaned up a bit but it does look a bit dated compared to most current driving games. They have beefed up the explosions and such, and let's face it, that's what you're playing the game for, but it's still looking a bit scratchy and a bit slow in terms of frame rate.

When it comes to the crunch though, these games are about vehicular violence, automotive anarchy and car-based carnage, and *Twisted Metal 3* has all of these in plentiful supply.

If this genre has demonstrated anything it's that this sort of gameplay can help override minor production deficiencies.

- Adrian Bertram

# NECTARIS: MILITARY MADNESS

Here's a 2D strategy title with 3D bits

PUBLISHER	Hudsonsoft
CATEGORY	Strategy
RELEASE	tba
PLAYERS	One or two

**N**ectaris? With images of some new puzzle game where I had to deal with falling pieces of fruit filling my head, I loaded the game into my PSX. After getting over my disappointment at the game's lack of fruit, I sat down to enjoy this interesting little war simulator.

*Nectaris* is actually the name of a deep space moon in the year 2089. If you're expecting the future to be filled with people in spiffy jumpsuits spreading peace and love, then this isn't the game for you.



1. The hexagonal grid on which the war is waged
2. The battle sequences run in full 3D

This future is about guns. Lots of guns. You choose either one of the two armies waging a vicious war over the mining resources on this desolate moon.

Unlike real-time war strategy games like Command and Conquer, *Nectaris* features turn based action similar to Final Fantasy 7.

Each conflict is presented on a small map that's broken up into a mass of interlocking hexagons that represent the positions you can move your units to. Initially games start off as simple battles of five of your units against five of the enemy's. Each turn you can choose to either move each individual unit or attack if there is an enemy in range.

Different units have different abilities. The tanks have great armour and firepower but are slow moving. Smaller units like the Mechs can move very rapidly but they have poor armour and weaponry.

This is where the strategy comes in. For the Mech units to have a chance of beating a tank, they must use their superior speed to circle around the tanks and attack them with superior numbers.

A number of factors effect the outcome. If you can successfully line your units up on ridges over your enemy, you'll have a huge advantage. Once you've positioned your units and you choose to engage the enemy, the game flicks away from the overhead map view to real-time battle view.

The graphics may not be earth-shattering but watching the lasers rip across the moon's surface and cause an enemy tank to explode in a ball of transparent fire, all in 3D, is a big bonus when compared to the usual dull visuals in other war strategies.



Even after you have completed the game's missions, there is still some life in *Nectaris* because of the configuration mode that lets you design your own conflicts. You get to decide what units are used, how many should be involved and where they should begin on the map.

This mode and multiplayer game ensure there's a lot of playability. *Nectaris* isn't for everyone, but its 'easy to pick up and play' gameplay hides a surprisingly detailed and rewarding military simulation that will please fans of the genre.

- Brodieman



# TINY TANK : UP YOUR ARSENAL

**Who would have thought such a small tank could be so rude?**

PUBLISHER	MGM
CATEGORY	Shooter
RELEASE	May
PLAYERS	One to two

**T**iny Tank appears to be a cute little tank that is all soft and cuddly, but in the opening movie in the single player game it is evident that this is just a facade. He might look extremely cute and toy-like but he surely must be dragging his mouth along in the gutter.

The first words coming out of this diminutive character are "What the \*bleep\* was that?" when he hears his theme song. This happens during an ad shoot, where *Tiny Tank* (who prefers to be called Mechanikor: Tank of Doom) is the mascot for a drive by a robotics company pushing for the armies to be made up of robots rather than humans.

This sequence finishes with *Tiny Tank* accidentally discharging his main cannon into the camera. The

story switches to the present (2198, 100 years after *Tiny Tank*'s outburst) and we discover that the world is now quite a different place.

The robots have indeed taken over the world, and Mutanik, their leader, seems determined to wipe humanity out completely. In steps *Tiny Tank* to the rescue.

### Sound Controls

The sound effects are peppered with clichés and pointless classic one liners like "Pork, the other white meat" and when *Tiny Tank* destroys Black Bart, he comes out with a melodic "shot the sheriff!". This adds to the style of this fun little shooter.

*Tiny* is easy to control, especially with the Dual Shock controller. The left thumbstick does the usual movement while the right thumbstick provides limited turret movement.

Combine this with excellent force feedback programming and you have some nice elements that serve to make the gameplay more immersive.



1



2



3

1. The rude intro
2. Yeah, c'mon, I'll have ya!
3. Cowboy robot boss
4. Tiny can jump, shoot and swear!

### Multiplayer views

The viewpoint is basically fixed behind your tank, but provides an excellent vantage point so you can see your enemies while laughing at the effects that various weapons and mines have on your poor tank chassis.

Two player mode is heaps of fun and furious. The screen can be split in both vertical and horizontal modes and there doesn't appear to be any slowdown.

This is probably due to the fact that two player mode is deathmatch, and so the engine only needs to worry about two tanks rather than the multitude of enemies that can be on the screen at any given time in single player mode.

A couple of little niggles are still in this version of the game. Collision detection appears to be a little soft with the tanks getting stuck and not being able to extricate themselves immediately.

The other is purely preference, but I would like to see the vanishing point a little further off in the distance. There is nothing more frustrating than being hit by an enemy's rockets but you can't see the enemy because of a brown haze.

This game is shaping up to be VERY good. A well constructed storyline, great graphics and cheeky sound effects combine to make it a very promising title. Keep an eye out for a full review in coming months.

- Andrew Parsons



# UPRISING

We sense an uprising, but it has nothing to do with last night's vindaloo

PUBLISHER	3DO
CATEGORY	3D Tank Shooter
RELEASE	tba
PLAYERS	One to two

**U**priSing is a new game coming from 3DO, and is being put through its final stages of development by the makers, Cyclone Studios. It is a 3D tank shooter, but unlike other 3D tank shooters, *Uprising* takes itself seriously.

In *Uprising*, you control the Wraith, a unique hover tank with awesome power. The group you belong to is rebelling against the ruling body, the Imperium and have managed to steal this one of a kind killing machine to help in the sedition.

The storyline goes into quite a bit of depth as you carry on, and everything is tied in well with the menus and training missions seeming to be a part of the game as much as the missions themselves.

In addition to the Wraith, you control all of your resource management from your citadels. From here, you can create new factories and guard turrets, along with producing the various troops that provide support for your wraith.



Once the factories are online, your Wraith can call in support from various troops. As you can imagine, it's not all shooting action. *Uprising* provides a more tactical game in that you have resources in the form of infantry, tanks, fighters and bombers which you can create through factories and control through your citadels and your Wraith.

## The thinking man's shooter

Thought is involved in determining the best approach for a mission, whether you send bombers in to bomb the hell out of an installation, or maybe send the infantry in as they



1. Bite bullet!
2. Big Red Mech
3. That plasma ball could take an eye out!

can get the job done on enemy buildings quite quickly.

Your Wraith comes standard with laser guns that have two modes of firing - a quick fire mode and a slower more powerful shot. You can pick up additional weapons such as mortars and rockets as well as a range of energy weapons.

There are 2 training missions to introduce you to the characteristics and abilities of the Wraith. They take about 15 minutes each and provide you with an excellent introduction into the *Uprising* controls and troop types.

## Simply shocking

Cyclone have made excellent use of the Dual Shock Analogue support. To control your tank's movement, you can use the two thumbsticks - the left to change your turret's direction, while the right stick moves your tank in the direction you push.



Two player mode is well supported in giving you three types of combat to face your buddies in, Challenge, Deathmatch and Siege.

Challenge involves you having to squish as many enemy troops as possible, Deathmatch is a straight forward tank against tank shoot, and

Siege involves Citadels and a limited level of resource management.

This is a quality title that is coming to our shores soon. I'm impressed with the professionalism of the titles coming out at the moment, and *Uprising* is surely up there with the best of them.

- Andrew Parsons

# FEEDBACK

Send us your comments, concerns or complaints about whatever you need to get off your chest.

Remember that the LETTER OF THE MONTH wins a Gamester Dual Force steering wheel from Livewire, so start thinking and start writing!

**FEEDBACK**  
PLAYSTATION MAGAZINE  
78 RENWICK ST  
REDFERN NSW 2016  
e-mail: [playstation@next.com.au](mailto:playstation@next.com.au)



## BLOODTHIRSTY TEENAGER

Dear whoever answers letters, Firstly, I'd like to congratulate you on an outstanding magazine, I love the reviews and the cheats section (hehehe).

But I think that you should've kept putting posters in your mag. I know it wouldn't be possible with the current setup of your mag, but PLEASE find a way.

Another thing is all this talk about violence in video games. I'm 13, and I believe that violence is a necessity in most action and fighting games, e.g. RE2, Tenchu and MK4.

But this doesn't mean that games that don't have violence in them are no good, take Abe's Oddysee for example, (sure there's a tiny bit of violence but not much) a great game.

I draw the line at R rated games as mentioned by Major Kusanagi in the September issue. I love Gran Turismo and Resident Evil 2. I own GT but have only hired RE2 (but after renting it I am seriously thinking about buying it, it ROCKS!).

While I am on the subject of Resident Evil, I heard a rumour on the internet that Biohazard (Resident Evil) 3 would be released on the Dreamcast, do you know anything about this? Gotta go, I'm getting withdrawal symptoms from not being on my PlayStation for the last 15 minutes! See ya!

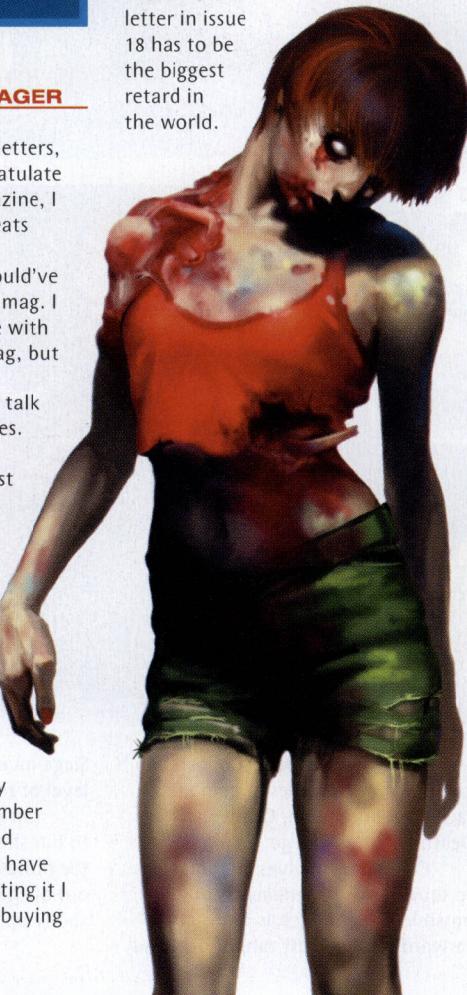
- Yours sincerely, Luke McMahon

We're pushing the publisher to add posters to the newly strengthened mag and the more requests like yours, the better. Don't worry about violence - there will always be plenty of that in this industry because plenty of people like you exist.

Apparently the Dreamcast is receiving a game called Biohazard: Code Name Veronica or something like that, which will fill in the time gap between RE1&2. The PlayStation is also going to get a third RE, but no-one knows when.

## MR WISDOM IS A RETARD!

Hey dudes. I really like ya mag but I think you need to put more codes and stuff like that in it. Also that guy, "Mr Wisdom" who wrote a letter in issue 18 has to be the biggest retard in the world.



# LETTER OF THE MONTH

## SAME OLD SAME OLD

Some producers must be really stuck for ideas, or just plain old lazy. In my opinion, they're lazy. Why? Because nearly every single game I find for PlayStation is practically the same as another one, not as in the characters or things to pick up, but as in the layout, story and aim. Most shooting games are about shooting other people and trying to stay alive, and car racing games are always practically the same. Why can't anyone think up something original? Even the little things piss me off; one example is in Croc and Crash Bandicoot. I'm not really sure which one came first, but one of them has copied the other. In the further levels of Crash Bandicoot, you receive an Aku-Aku which is really a light source and you have to run like mad before the Aku-Aku runs out of light, and in Croc you have to do the same thing, hit the torch and run like crazy before the light runs out. It's the same, also in Crash Bandicoot, when in some of the levels you are chased by a boulder, and am I right in saying that in Medievil you have a big dino thing chasing you? Why can't they THINK UP SOMETHING OF THEIR OWN? Games are much better when they come up with something new that hasn't been seen before. Some PlayStation games even mimic N64 games, like Spyro, which copied the layout of Banjo Kazooie. And alien games; it's all the same, get a gun, shoot some mutants, get a bigger gun...blah, blah, blah! The genii who created games like Abe's Oddysee and Final Fantasy VII would have to have the widest imaginations in the world. Their games are original, like who would have thought of a little creature guy trying to rescue his other little creature friends from being eaten by other big creatures? Most programmers probably just see other games that have done well and think, well, let's make something the same. Think of the new Indy game. It's exactly the same as Tomb Raider only it's got a guy as the main character. Hello??? Any ideas in that little brain of yours Mr/Ms producer??? Pleeeeaaaaase, think up something new!

-Chocolate Chop Sticks

Games that sell well are bound to be copied, under different titles, by companies who wish to make a sure profit. Another reason for the wild replication that occurs in the games industry is the fact it is extremely risky for a company to publish a new type of game, as they have no way of predicting its success. As for Indiana Jones and the Infernal Machine, don't knock it! You haven't even seen anything but a few screenshots so how can you accuse it of being Tomb Raider already.

Don't forget who the original raider of tombs and lost arks was!



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I mean if he hates your mag so much, why would the spaz write to you. WHAT A LOSER! On a higher note, I really like G.T. Awesome game. And Colin McRae is another sickarse car game as well as TOCA. Can't wait for TOCA 2.

Another annoying thing is why the hell does it take so long for most games to come out in Australia? Japan and other Asian countries get the games first. Then America gets them 6 months to a year later, then we get them 1 to 2 years later. What's the deal with that huh?

Like Pocketfighter. That's been out in other countries for a while. I've searched high and low for it, but it's nowhere to be found. I'm really pissed off about that.

- Dark-Horse

We don't specialize in cheating. We leave that sort of underhanded, lily-livered, soft-spined shiftiness to Complete PlayStation Magazine. As for the wait we often have to endure, it seems unfair, but these things take time.

Not only do the developers have to translate the language, they must change the code of the program to conform to the PAL system. Rewriting a game can sometimes take as long as writing it did in the first place.

#### GRATEFUL YOU'RE SO GREAT

Hi there! I am one of the young readers of this mag. I just gotta say, your mag is GREAT!!! There's just one thing I have to ask. I love the game Goldeneye on N64. Will it come to PlayStation? Tomb Raider III is a great game. It's better than the first two. When I saw the demo disc cover, I fainted. Some PlayStation mags don't put in new games that soon!

P.S. Keep up the GREAT work!  
- Jessica Richard



**Apocalypse: Bruce Willis, big guns, bad guys. The game for people who want to go around killing things and shouting silly remarks along the way**

Yes, we do a splendid job on this magazine, don't we? Goldeneye won't be a PSX title, but Tomorrow Never Dies will be. Check out this issue's Update for some cool piccies!

#### SQUARESOFT RULES

Okay, I'll get straight to the point: PlayStation 2. If it will, as you say, be backwards compatible with all my old PlayStation games, will I be able to use my old memory cards as well? I don't fancy having to start my games all over again.

I think it's a bit of a shame that the PSX won't come with a built-in modem... and I hear the Dreamcast has one. Imagine playing a game like FFVII, only all the characters you interact with are controlled by other gamers around the world! Still, you would need a keyboard... Perhaps something for PlayStation 3.

Also, has anyone noticed that Lara's breasts seem to gain more gravity-defying properties as the Tomb Raider series rolls on?

I'm sorry guys, but those aren't breasts, they're scud missiles. If any real female tried walking around with a chest like that and a waist that narrow they would snap in half.

Oh yeah, one last bitch before I go. Squaresoft make the greatest games on the planet, when I can get hold of the bloody things that is!

No Tobal 2, No Final Fantasy Tactics, and we will probably never see Parasite Eve or Brave Fencer Musashi either. Godammit! I know they need to make a profit when releasing their games but it sure does piss me off! Ehrgeiz had better make it here!

PS Final Fantasy VIII will kick ass!

- Mad Lady Chocobo

Arse, not ass, and we never said that the PlayStation 2000 would definitely be backwards compatible. It is a hope we hold here at DAPSM, as is the inclusion of a built-in modem. If it plays PSX titles it will surely have the capacity to read old memory cards, so don't worry.

We will see Parasite Eve and Brave Fencer Musashi soon, just not as soon as we'd all like.

#### DON'T WORRY, BE HAPPY

What the hell do people get out of bitching about PlayStation games? I'm sick of it. They're full of it, should get a life and bloody well chill out.

I mean, who gives a rat's arse if one game is better than the other – you will always get the bad with the good. No point stressing out and getting constipated over it.

PlayStation and PlayStation Magazine rule and are there to be enjoyed, so if you don't like them stay away and shut up.

Sorry for having a bitch, but I feel better now. After reading the last Feedback (eg 'Lack of Response' and 'Not Better or Worse') I had to write and express my feelings. You just can't worry about things too much in life. Relax and enjoy what you have.

- Steve Soldano

Right on. Games are games are they not?

#### LARA'S BREASTS BORING

I have just rushed out and bought Tomb Raider 3 and I was a little disappointed with the lack of new ideas (although the racetrack in Lara's house is lots of fun).

Here are some new ideas for a forthcoming Tomb Raider. How about a splitscreen or link cable deathmatch mode? You could be Lara or the butler or a gangster, etc. If all the weapons were scattered about the level with a few medi-packs and maybe even some vehicles, it would be a blast!

And there could be a two player racing game with the quad-bike, the canoe, the boat and other vehicles as a sub-game. The appeal of Lara's tits is wearing off and we need something new, Eidos!

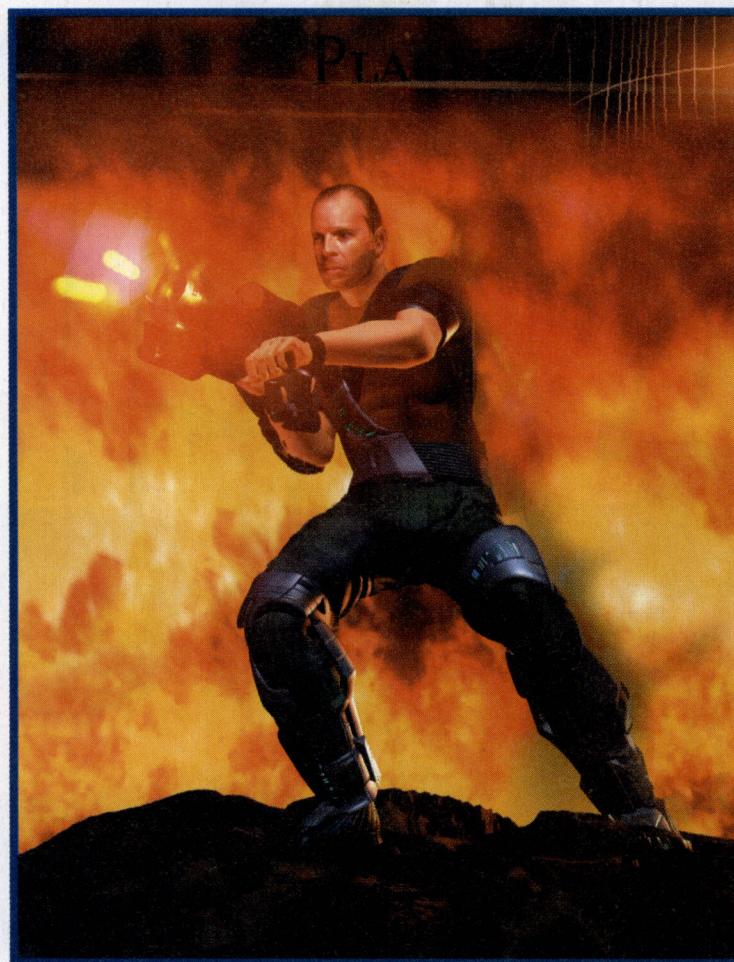
Good news about Quake 2, hey! I have the game on my PC, but I am still looking forward to getting it on the lovely grey box. Keep up the good work.

- Adam X

Well, well. It looks like Lara is slowly being dethroned by the very masses who put her on that oh-so-high pedestal. Every idol has its day...

#### MORE VIOLENCE, PLEASE

In the new game Apocalypse, are there any cheats to get all weapons with unlimited ammo and unlimited life? Because I'm the sort of person who will go around killing everybody without getting killed.



Call me too violent, but hey, that's me! I agree with Bernard, there should be big posters in these new issues and the mags should be as big as encyclopedias.

We want more reviews, more posters, more pages, more demos, more competitions! And no more Yaroze demos, they absolutely suck.

Back to the violence. Let there be violence, I say. More killing, more blood, more heads coming off. Let the violence come! Who cares about ratings. More violence. I want more violence. Let the murdering begin!

- Selwyn

Will someone please shoot this guy to make him shut up!

#### TOMB RAIDER 3 TOO HARD



Tenchu is as gory as Mortal Kombat, but neither of them come close to the horrific and gratuitous acts of violent sadism depicted in Thrill Kill

I hired Tomb Raider 3 the other day and found that the game is very, very tough. Tomb Raider is dead hard compared to many platform games such as Mario 64, Banjo, Spyro, Croc, Crash and Gex.... Lara is definitely a difficult character to manoeuvre.

And while the graphics throughout the game are excellent, I found a number of flaws with the game: in some cases the background can be so black that the flares are not very useful. The camera angles are also annoying because when wading or treading water the camera is often blocked by a tree or stone structure.

Besides the heavy exploration and animal slaughtering, the game (to

be frank) really stinks. My friend who is obsessed with Lara grew tired of the game. He said it took him at least one and a half hours to finish the first stage (India). The challenge is so hard the long lasting appeal has worn off.

For hardcore adventurers who want a big challenge and have lots of time to spare, TR3 is a fine game, but to me it's just too boring and too hard. Despite my age I still prefer to play those cutey platformers like the legendary Spyro or even TR1 for something a little different.

Though most people will probably hate TR because of TR3, I still find the first to be fairly good (no wonder it became platinum). Does anyone out there agree? Long live Spyro and TR1!

- Carlo

Lara is a fiddly female and we suspect that it just might be her

coming out with something better. So all the best and totally cool programmers are going to design games for this new console and leave the original (and the best) console behind. I have the same 'beef' with the new Dreamcast system.

I know I sound so negative and I'm sure the two new consoles will be great, but what about the rest of us?

PS. In issue 18 David Bisiach had the right idea!

- Dane Braddy

Unfortunately, upgrading is the price of progress! But don't despair Dane, the cost of new technology always comes down after a while. Anyway, by the time the new 'Station becomes available, you'll probably have a steady job to pay for one yourself!

pissed off. Nobody really takes notice of age ratings. Games like Tenchu and Mortal Kombat are exactly the same as Thrill Kill and they didn't get banned.

I think EA are too dumb to know anything about games. It's like, Mortal Kombat has been out for years and no one has had a problem with that series. What do you think?

- Dimitrios

#### DUD DEMOS

Hello up there in the land where the holy PlayStation Mag is made. I live in Tasmania and I'm a kid. I've written to your magazine many a time and you haven't even published one letter. Please cut me some slack.

I've got a problem with my demos. I think many people would like to know this – why does the demo always reset back to the title screen? I pause the game for five minutes and when I come back I'm back to the title screen. Does this happen to every demo?

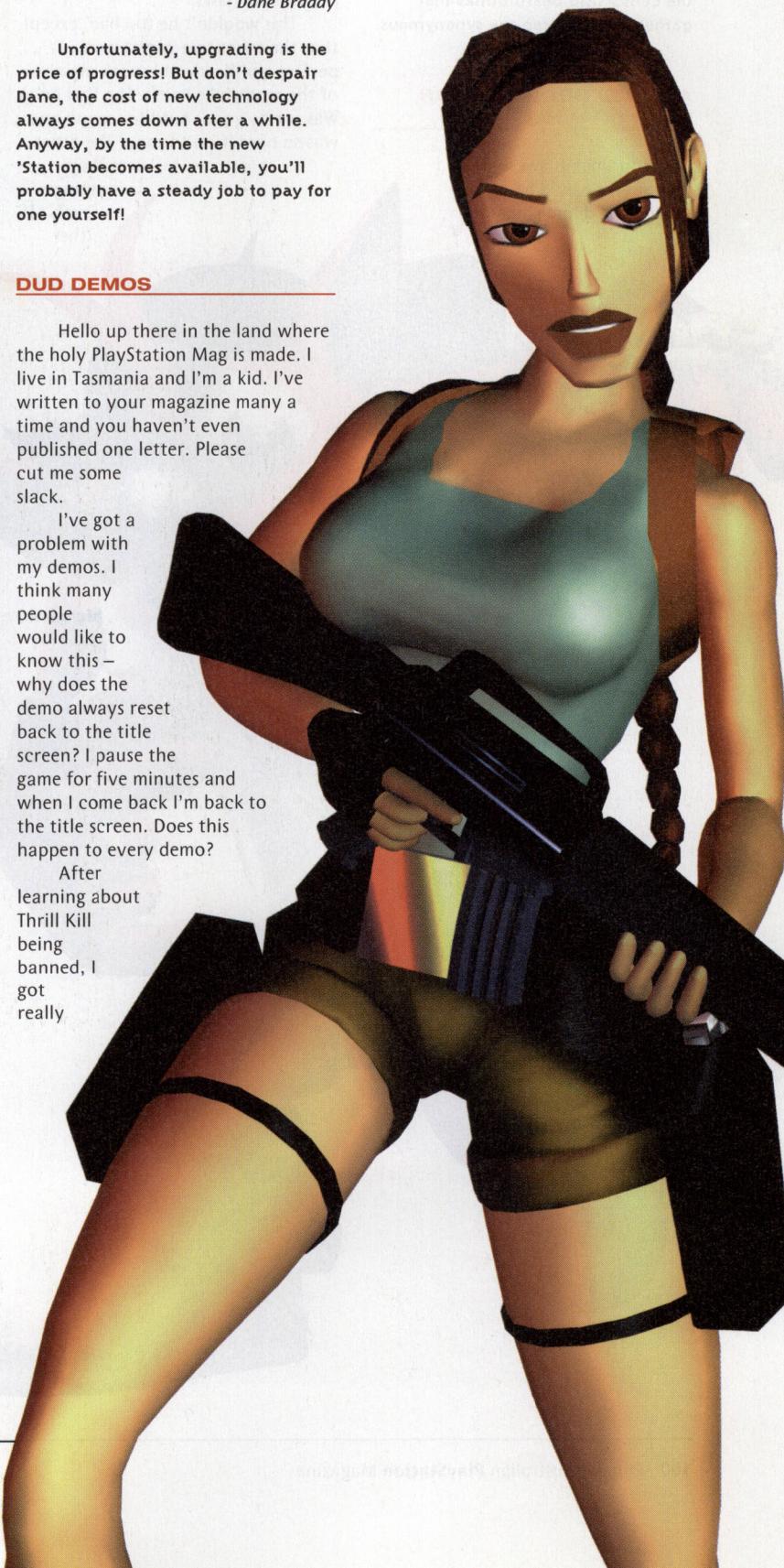
After learning about Thrill Kill being banned, I got really

chest that sells most of her games. However, there is always a certain satisfaction to be gained from blasting a cute little monkey away with a big shotgun!

#### THE PRICE OF PROGRESS

Great mag. You all have done a great job (you probably get that a lot!) Now, the way you guys made out the PlayStation 2 will have its own games designed for it.

It took me six months of nagging, asking, BEGGING my parents to buy me a PlayStation (which I totally love) and now they are



The reason that demos always reset back to the title screen is because the makers of the discs, over in the UK somewhere, program them so that you'll never be satisfied by them. That way you are more likely to buy the full version. Did we just let the cat out of the bag?

Thrill Kill is not exactly the same as Tenchu or MK4. The sexual streak and full-gore fatalities made it one for adults only. Unfortunately the censorship board thinks that games and children are synonymous.

#### ABE'S EXODDUS BETTER THAN CRASH 3

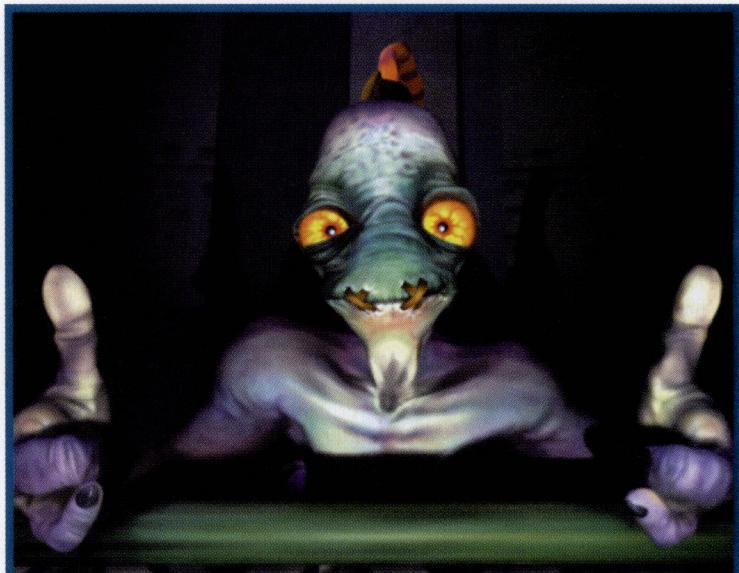
Your mag is awesome and without it I would be purchasing dumb games left

and right. I have a couple of other comments to make.

Crash Bandicoot was pretty good for its time. Crash Bandicoot 2 was brilliant, an absolute masterpiece. But I'd like to know why they screwed up the third game, Crash Bandicoot Warped? Now don't get me wrong, Crash 3 is a great game (I particularly like the funny dying scenes, especially the one with the troll whacking Crash with a club!) but it has some flaws.

This wouldn't be too bad, except that the other two games were perfect and flawless! I speak mainly of the motorbike levels. The first one was pretty good, but the second one was so hard it isn't funny! The other

cars keep bashing Crash off the



**Abe's Exoddus is an extraordinary game. We think that it is much harder than Crash 3, but apparently not everyone would agree**

road, and every time that happens the game stops, Crash disappears and reappears in the centre of the road seven seconds later!

I think Naughty Dog has forgotten that, even though older people enjoy it too, the Crash Bandicoot series is mostly designed to appeal to younger audiences, and they are not as capable of beating hard games as older people are.

Also, I think Abe's Exoddus is the best game I have ever played. I normally don't like puzzle games, but the difference here is that in AE, you figure out the puzzle and exactly what to do, then it takes some seriously action-packed and adrenaline-pumped button pushing to pull it off. And being able to talk, now THAT'S original. What is the release date for the next in the series?

Thank you for taking the time to listen to me blab on.

- Jack Heath

**The difficulty of a game is a tricky aspect to deduct points for.** Young people are in fact more capable of adapting to new concepts in video games, as their synaptic pathways are not as developed. This allows them to shape and mould their thinking patterns to whatever is presented to them.

We're not saying that a kid will always beat a grown-up at games, but if a teenager and an adult with the same gaming experience have it out, it's likely that the youngster will win. Another odd fact is that while adults have a longer attention span

(most of them), kids usually have a higher tolerance level, and will stick at a difficult game with more determination.

There is no release date for Munch's Oddysee as yet.

#### SONY PSX AD SUX

Could somebody please tell me who Sony are trying to impress with their new ad? You know the one with the guy in the wheelchair, the guy who thinks wearing mum's dress and lipstick is as fun as ever and the boy who stands almost frozen in fear as he talks to the camera.

Is this ad trying to express the diversity of PSX owners such as drag queens, amputees, petrified children etc? Am I supposed to cry?

*"But at least I can say I have lived".* What the hell does this have to do with anything? Please get back to making ads about games, not heartfelt journeys into the lives of British PSX owners.

- Ben Deroski

Indeed, Ben. We at the office are less than thrilled with the advertisement you speak of, as it basically says that you have to have no life if you want to play the PlayStation. However, sales have increased slightly since it went to air here...

#### IT'S ALL JUST HYPE

I would just like to say how well thought out and interesting your mag is. However, after saying this, there



could be a few improvements such as a background colour, etc. I mean let's face it, a certain background colour is going to attract the reader's attention more than just a plain white background.

Now to the main reason I'm writing in to you. I have only owned my PSX for just under a year but already have noticed how quick the hype and excitement of good games comes and goes.

Take Tomb Raider for instance. This is one of my all-time favourite games (and this would be the same for a lot of gamers) and by this time the game has already been classified as old. I mean just a couple of months after the game was released it was old.

I guess what I'm trying to say is that if producers could only promote a really good game just that little bit longer than just a few months (ie. continue to advertise longer) it would give the majority of the community time to save and afford a game before the next good title is released.

For example, take blockbusters at the movies. Every so often a good movie comes to the box office. The year's good movies don't all come out in one week. Instead they come out every few weeks so that maximum profits can be made from them.

This happens with good games but as far as I'm concerned the good games aren't spread out enough. I understand that producers must meet

certain deadlines but maybe something can be worked out. Don't get me wrong. I'm not saying halt the production of games altogether, just slow it down so we can afford it.

If this could happen, not only would producers receive an increase in sales, but the gaming population will be given a chance to save up for a game before the next good title makes its way to the shelf. Something to think about anyway.

P.S. Please give Lara a little bit more recognition would you! After all, she was the one who influenced a lot of excellent games since her debut performance. Keep up the good work!

-Muscles

**Your idea of slowing the industry so that you can afford all the good games is a little far-fetched. We'd have to agree with you though. The producers of games are missing out on the profits to be made during the post-Christmas drought each year.**

However, there are plenty of PSX owners out there who can easily afford every single new game to hit the market.

Those with more money than brain cells probably don't even consult this fine publication and therefore buy just about all of the crap games as well as the good, further promoting the production of poor quality games.

### PRETTY FLY?

*"All the girlies say I'm pretty fly, for a white guy"* I really do think that song was based on me... But to the point of my letter. I'd like to thank you lot for replying to my letter in issue #17.

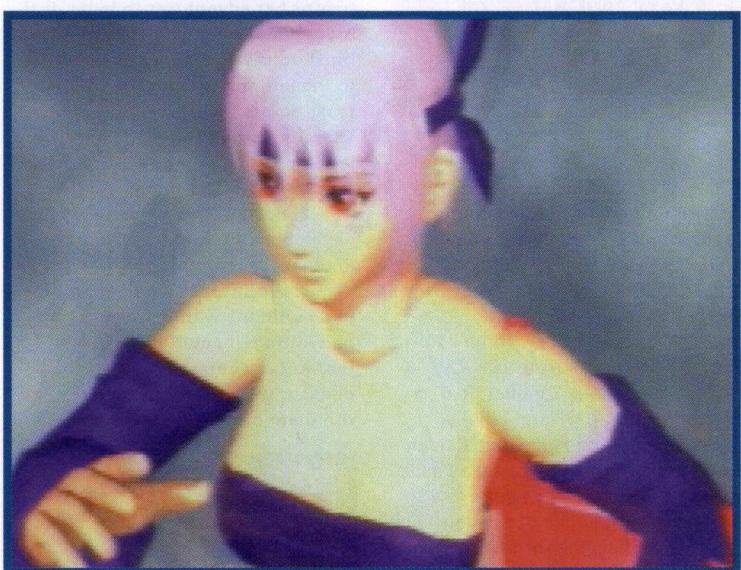
When I read your reply though...AAAH!! CRAP!! I was devastated to hear that the bars are in the game!! I never knew that! Damn you Duke! Well, truth hurts.

Anyway, I was looking in the PC rack at my local store to check out what's new, when I noticed some

games had naked chicks in 'em!!! YEAH, NAKED CHICKS!!! WOOOW!! GO GET 'EM GIRLS, I MEAN GO GET ME!!! Then my little bubble burst. I don't have a PC.

Well, I have one, but the CD ROM has been jammed (I liked the sound of: "CD ROM opens, CD ROM closes" a bit too much). So I got extremely jealous. WE NEED SOME PORN ON THE PLAYSTATION!!! GIMME NOW!!

After all, we're only human! Just as long as Electronic Arts doesn't find out... Without porn on the PlayStation being made, the closest



Dead Or Alive is as close as the man in the plastic mask has come to exciting female company. We suspect that he likes this game because of the bouncing breasts



that I have come to naked chicks is Dead Or Alive. And don't anyone say you don't know

what I mean. We need more things like this (I said 'things') so companies GET CRACKING!!! (I said 'crack'ing!) Now back to my blow-up Lara. LET THE HORNY LI'L BASTARDS BE HEARD!!!

-The Man in the Plastic Mask

Something tells us that that song had absolutely nothing whatsoever to do with you, you very misguided soul. If you want porn so badly in games, get a Japanese Sega Saturn with a host of naughty games from Hong Kong or somewhere, but don't bother pushing such slime for the PlayStation because this is a respectable console.

There is a good reason why playing Dead Or Alive rates among your most exciting moments in the company of females. We dare you to get a girlfriend and stop nagging us!



## FEEDBACK Q&amp;A

When's Final Fantasy IX coming out? What's the difference between PAL and NTSC? Exactly how old is the Queen Mother? What the hell happened to the Black Pig? Where does my \$10.95 I spent on this magazine go?! Answers to all of these questions are only a letter away (or a few quick strokes on the keyboard), so don't delay, ask today!

FEEDBACK Q & A  
PLAYSTATION MAGAZINE  
78 RENWICK ST  
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**Q** Hi there guys n gals at the office! I am a regular reader of your fabulous mag, but I'm not going to go on about how cool your mag is and stuff, I'm just going to get to the point.

I own Tomb Raider, Tomb Raider 2, F1 '97, Grand Theft Auto, WCW Nitro, Command & Conquer: Red Alert, World Cup '98 and V-Rally.

I am hoping to get Tomb Raider 3 and Tekken 3. As you can see I have wise taste in games. I've got a few questions I would like to ask you:

1. I am begging for the answer to this question. How in hell do you get the normal shotgun in TR3?

2. When is GTA: Repeat Offender coming out?

3. Is GTA rated MA 15+ mainly because of the violence, or mainly because of the adult theme?



Resident Evil 2 isn't perfect, but it's so scary anyhow that we gave it ten

4. I notice that most of the enhancements in TR3 are to do with violence. Violence isn't that bad, but why are the enhancements all to do with blood and guts?

5. In your review of RE2 (top game) you gave it a perfect score of 10/10, but in your review you said it wasn't PERFECT. Any explanations?

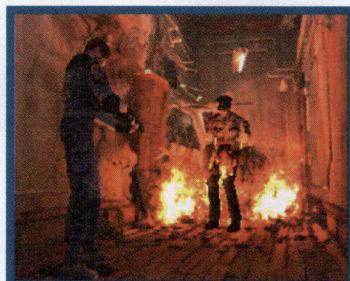
6. Do you think that South Park, the game, is looking good? THANKS!!

- Dave 'Button basher'  
Orange NSW

**A** 1. The shottie in TR3 is situated at the top of the cliff where Lara begins her adventures in India. It is hidden under leafy foliage. What you must do is walk around the boulder to the left and jump from a sloped rock, across the slippery precipice. There is a small flat ledge and if you land on it, the foliage will come up to your waist. The shotgun is there.

2. Nobody knows - not even the developers, but not for at least another five months.

3. We suspect it has something to do with the wanton destruction and killing. It could be because of the way you can shoot innocent pedestrians with machine guns and run them over with their own cars...



Banjo Kazooie is a long and boring game that won't come to the PSX

4. No, you're wrong. Not ALL the enhancements were in violence's favour - Lara's breasts are much rounder as well. The reasons for these inane and superficial improvements are depressing: sex and violence sell big time.

5. The game gave the reviewer a big thrill and the imperfections were too tiny to care about.

6. Sorry, haven't seen it yet!

**Q** To Playstation Mag, I've got some questions for you.

1. I heard that the Playstation 2 was coming out. How much will it cost?

2. Would there be any chance of N64's Banjo Kazooie coming out on PSX?

3. Will the PSX 2 have better graphics than the original PSX?

4. Would there be any chance of a Croc 2 coming out?

- Daniel Burns, age 11

**A** 1. Dunno yet. It won't be available until 2000.

2. Not a single chance in the blazing inferno of Hell.

3. Yes it will. In fact, Sony are aiming for a televisual realism as a standard for all their PS2000 titles.

4. We haven't heard a word.

**Q** Hey there, Your mag is really good on previews, reviews, demos and game updates, but as far as tips, cheats and codes go, not so flash, but hey, who cares as long as you get kick-arse demos?! Some questions now:

1. Crash 3 is fantastic and fully deserved its 10/10 rating, any news on Crash 4?

2. What's with the Yanks and Final Fantasy Tactics?

3. Tomb Raider 3 was really good, thanks for putting it in the demo

4. This is pretty impossible, but how about another demo of Future Cop LAPD with infinite time?

5. Release dates of Final Fantasy VIII and PSX 2?

6. Can you feature some walkthroughs in your mag please?

7. Can you put some more pics and gameshots of Metal Gear Solid and FFVIII in your mag?

Thankyou for your time,

- Glutton

**A** 1. Gosh, you're eager. Not a word as yet on the bandicoot's fourth trip, but we'll let you know.

2. Um... We're not getting it.

3. Er... Great!

4. Very impossible.

5. Not yet, you keen bean!

6. Complete PlayStation is our sister mag that takes care of intensive cheat listing and walkthroughs, gone monthly as of January.

7. Look at the cover! As for FFVIII, there's not much going around that we haven't already shown you.

**Q** Hi! I have every issue of your mag because it's the best! This is my 2nd letter, I was wondering if you could answer these questions;

1. I think you should have 2 drawing comps because the drawings I send aren't half as good as the winners, so could you put a comp in for people 7-12 years old, and a comp for 13+?

2. When will Quake be out on PSX?

3. Why don't you put posters in your mags now?

4. Is there a V-Rally 2?

5. Is V-Rally dual shock?

- Adam

**A** 1. That sounds like a superb idea - we've decided to go with it.

2. Quake II is posted for a late March or early April release.

3. Too expensive. A simple fold-out poster would cost around \$8000.

4. V-Rally 2 is expected to be released locally in June.

5. The original V-Rally is not compatible with the thumb sticks, but Platinum V-Rally is.

**Q** Hello OAPSM. Firstly I'd really like to congratulate you on your magazine because it just RULES, but now onto the questions.

1. Why is Jill Valentine from RE1 replaced by Claire Redfield in RE2?

2. I think the Oddworld games are the best so can you print more about them or put in some more cool pictures of them?

3. All this sensible crap is really starting to annoy me; we are allowed to like Lara Croft if we like, so sensible people GET A LIFE.

4. Finally, could people stop writing in about personal or political problems that have nothing to do with PlayStation?

P.S. PlayStation is better than all that '94 crap.

-Abe



**Crash Bandicoot: Warped is proving itself to be the most enjoyable of all three games. How could you not dig those shorts?**

**A** 1. RE2 was designed to appeal to first-time horror survivalists as well as those who played the prequel. By introducing two new characters, players were given the chance to rediscover the fear of not knowing entirely what was going on in Raccoon city.

2. They rank among our favourite titles too, so if we find anything new we'll be sure to put it in the mag.

3. OK. Back to your shrine now.

4. Did everybody get that? Good.

**Q** Dear PlayStation Magazine, I've just recently finished Crash Bandicoot Warped and was just wondering about:-

1. How do I do the cheat on the Spyro the Dragon demo? I tried as fast as I could and all I got was a loading screen, not a Crash Bandicoot 3 demo.

2. I've heard rumours about Crash 1 being easier than Crash 2, and Crash 2 being easier than Crash 3. I have finished them all - is this true?

3. South Park!! South Park!! South Park!! When is the South Park game coming to the PlayStation?

4. Is it true that the Playstation 2 is going to look like it does in issue 18?

- Anthony Franklin

**A** 1. The cheat is not on the demo, but on the full version of Spyro.

2. You've finished them, so why are you asking us? Crash 3 is definitely the easiest to get to the end of, but to get 100% is a different story, being near impossible on any of the three.

3. Nice weather today, huh?

4. Maybe, maybe not. Sony is being very discreet.

**Q** Hello, my name is Abe. I was employee of the month at Rupture Woolworths. Until I learned they were gonna turn us into Human munchies. After that I shut down Rupture Woolworths,

and now I'm stuck with Coles-Storm Brewery. No it's all a lie. My name's Lee and I'm anxious to know the answers to these questions.

1. I've heard about an Abe movie. Is it real? If so, where can I get it?

2. Could you please ask Miss Nurse if she has an Abe's Exodus walkthrough and any cheats? Tell her I've been a good wittle boy.

3. Should I get Crash Bandicoot 3? I have no. 2 and I'm gonna get no. 3.

4. I've drawn about a million pictures of Abe and Sir Daniel Fortesque but I have no idea what to put down as the competition name. Could you please tell me?

- Abe 2

**A** 1. There's no full feature-length film as yet. What you've heard of is the stunning FMV in Exodus that was nominated for an Oscar.

2. Issue #6 of Complete PlayStation Solutions will feature a walkthrough of Abe's Exodus, but we know of no cheats for it yet.

3. Get number 3 first, then if you still feel at all unsatisfied (which you most definitely won't) you can then get yourself Crash Bandicoot Platinum for extra box-breaking fun.

4. Send in your artwork with your age written on it, with Reader's Art on the front of the envelope.



**Q** Dear everyone at Official Australian PlayStation Magazine, 1. Remember in issue 3 Autumn '97 you did a review on Porsche challenge, well I'd like to know if you could race as the test driver.

2. In Blazing Dragons how do you save the dragon who's waiting to fight the black dragon. These questions have been puzzling me for months. Please answer them.

- Yours sincerely, Reuben

**A** 1. You have to beat the game on the highest difficulty setting to get the test driver, but here's an easier cheat for a hyper car. At the main menu press: select + □, select + O, select + □ + O.

2. You need the cat from the market square.



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# READER ART

We have compiled the best of the best over the past few months for display in this issue. Ain't they great?

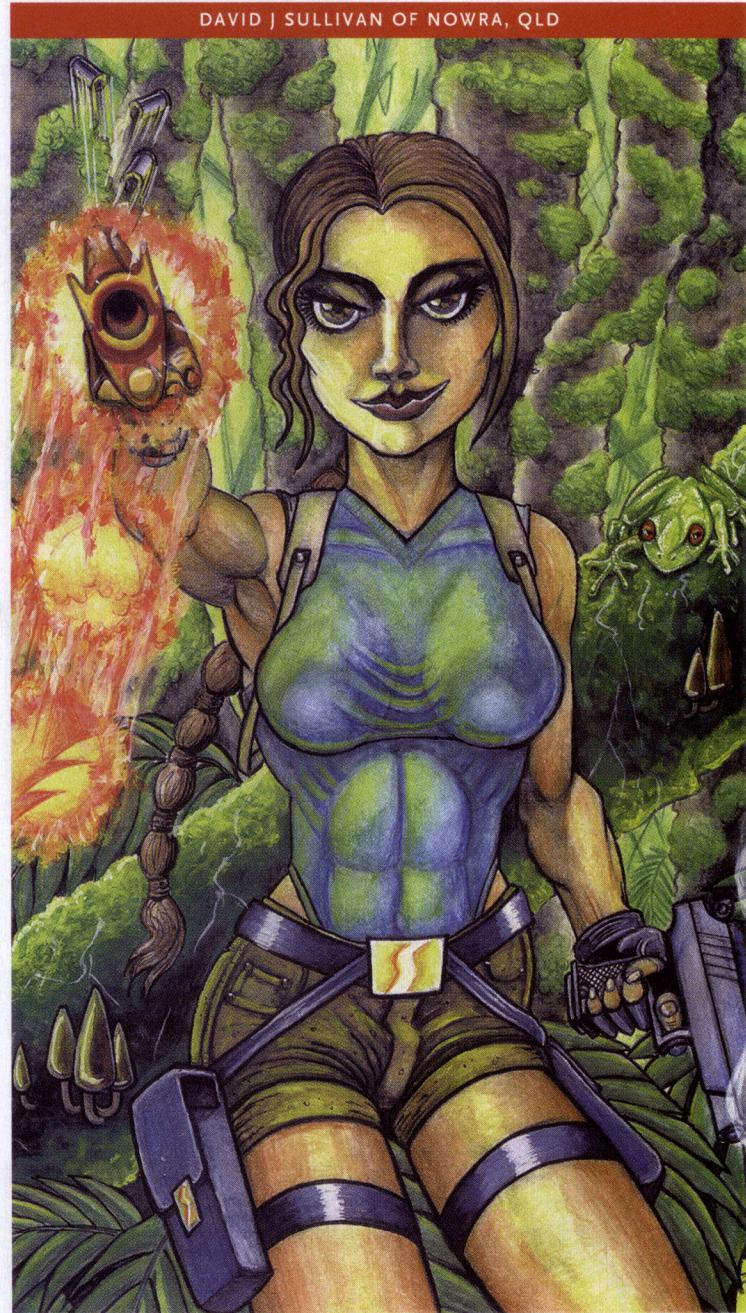
DUSTIN HAYES OF MYRTLEFORD, VIC



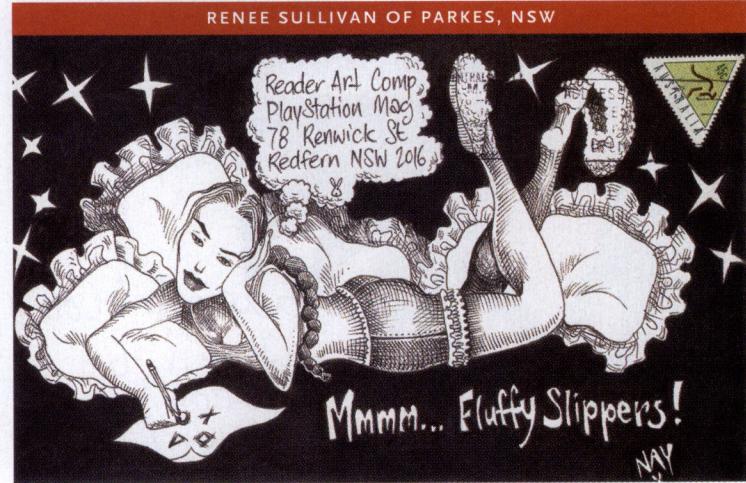
ALFONZO P OF BRISBANE, QLD



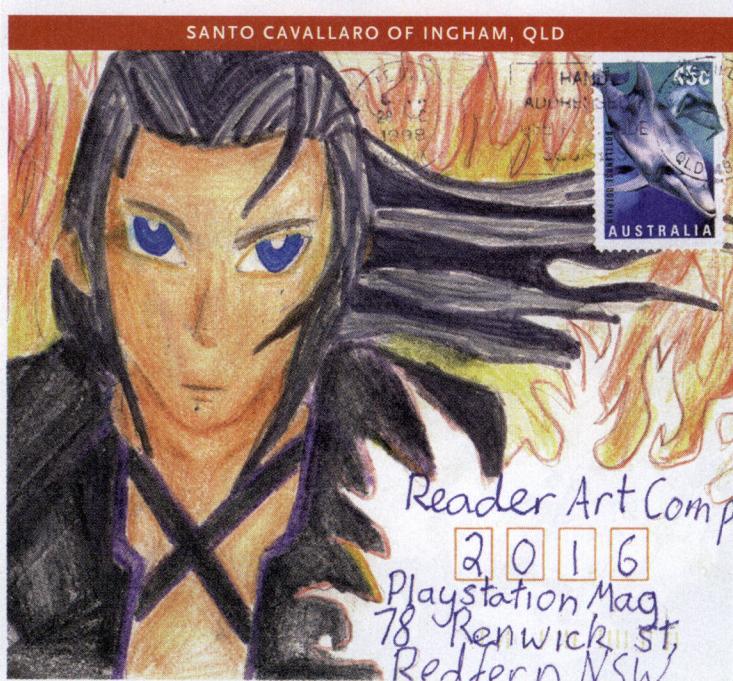
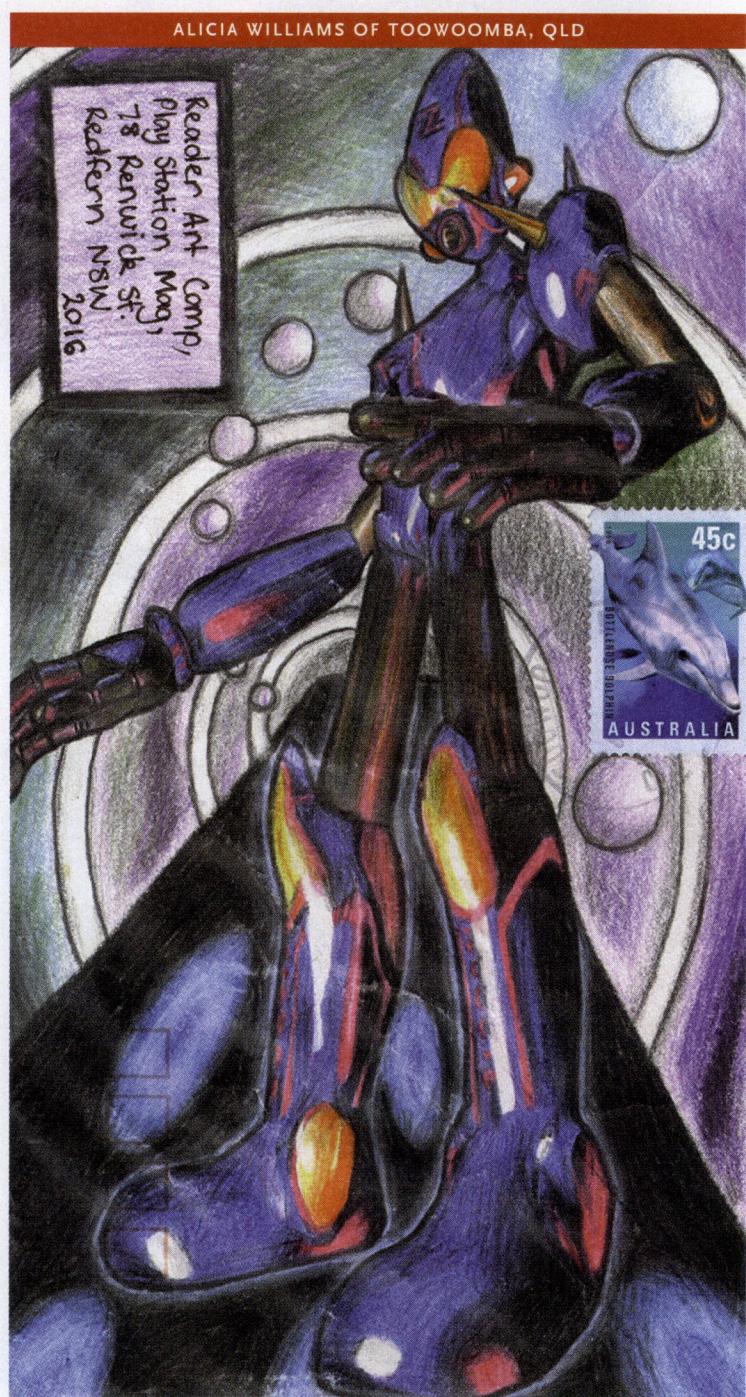
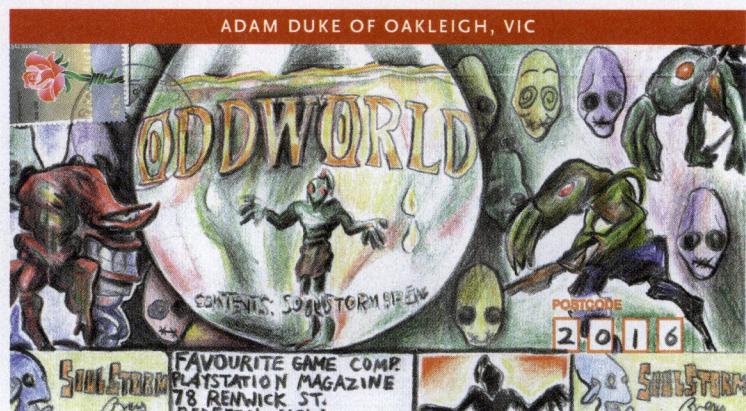
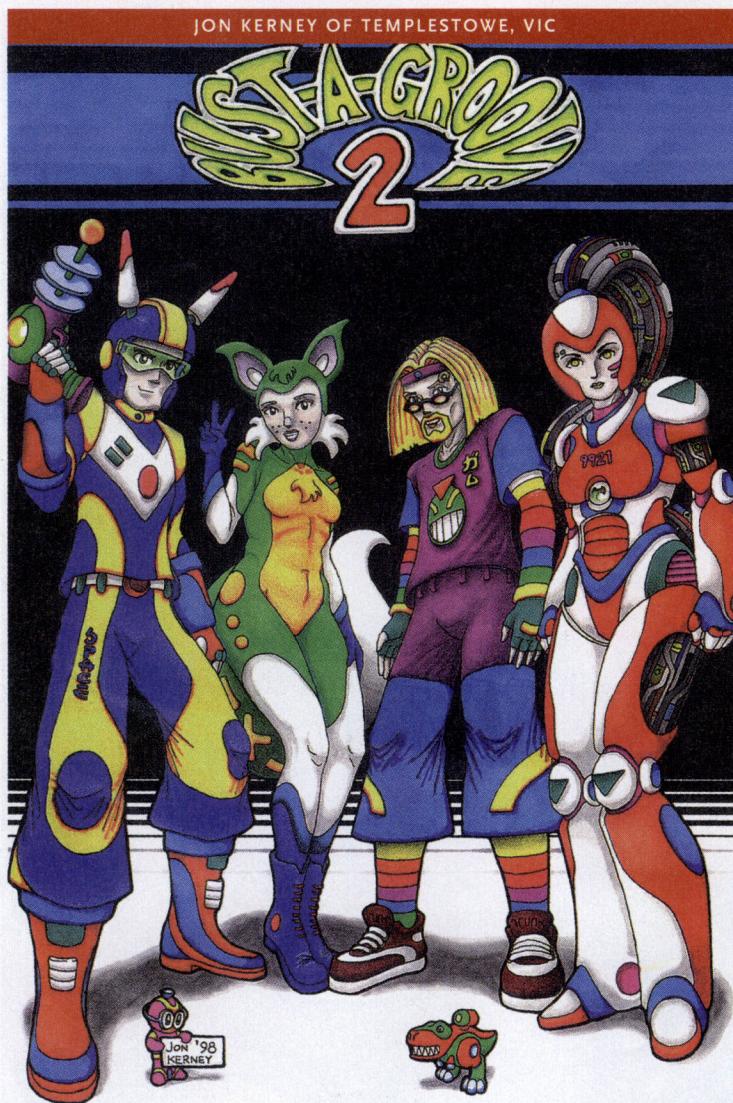
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## READER ART



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## MISS NURSE WANTS YOU!

If you're stuck in a PlayStation game and can't find the password/keys/magic potion/or the lucky green lobster you need to get through, write to Miss Nurse and she may just have the cure for what ails ya



## WRITE TO:

PLAYSTATION MAGAZINE  
78 Renwick St  
Redfern, NSW 2016  
Email: playstation@next.com.au



• We apologise for the bogus cheats for *Tenchu* printed in the November issue (#16). It was all Hillous' fault. Yes, they were cheats for the Japanese version and they worked on the American version too. Unfortunately we did not get a PAL version for testing until it was too late.

It was also Hillous' fault that many people were led to believe that the PAL version of *Tenchu* would be analogue compatible. Once again, the Japanese *Tenchu* is workable with the thumbsticks, but we're baffled as to why they removed this excellent feature from the PAL *Tenchu*.

A special apology to all those of you who sent irate letters and email in pointing these things out. Sorry you weren't published, but there were too many to print.

• Thanks to Paul Mayne for pointing out that the All Movies cheat for *Abe's Exodus* printed in that same fateful issue should have read "hold down R1 and press U, L, R, □, O, △, □, R, L, U, R."



## CRASH BANDICOOT: WARPED

## BONUS LEVELS (26-30)

To get to the Bonus Levels you need 5 relics, which you can get by winning the time trials. For every level you must have a certain number of relics to enter (in increments of 5).

## HOW TO WIN MOTORCYCLE TIME TRIALS

When Crash rides the motorcycle, it's generally easier to beat the time trial if you wait about a minute before starting so that the other vehicles don't knock you off the road. Then, you can hit the clock and still proceed normally.

## CRASH BANDICOOT: WARPED



## TOMB RAIDER III

## TO SKIP A LEVEL

While playing press L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2.

## TO GET THE RACETRACK KEY

To get the racetrack key press R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2 while playing in Lara's mansion.

## FOR ALL SECRETS AND KEYS

While playing press L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2.

## FOR ALL WEAPONS, MEDKITS, FLARES AND SAVE CRYSTALS

While playing press L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2.

## TO RESTORE HEALTH

While playing press R2, R2, L2, R2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2.

## SHORTCUT TO THE QUADBIKE

Head for Lara's outdoor assault course and get to the point where you're about to ride on the zip line, then stop. Walk to the top right corner of the square you are standing in (this is assuming you are facing toward the shooting range).

Place yourself so that you're standing diagonally facing the perimeter wall. Get as close to the corner as you can then jump straight up and press the action button. Keep doing this until Lara leaps into the air and winds up very high over the course. You

shouldn't run around. Turn to the red square that's floating up in the air and walk to the edge. Move Lara so she is facing the red square directly and do a regular standing jump.

When on the red square, move so that she is facing the opposite way that she was facing when you were in front of the zip line. Now walk to the corner, facing the back of the course.

## TOMB RAIDER III



Press back once, run and jump. If this is done correctly you should be on the roof. From the roof you can jump into the area where the quad bike is, and you don't need a key!



# MEDIEVIL

Hi! I've got a couple of questions for you guys. No one else has been able to answer them and I know you guys can. In MediEvil, what are the answers to Jack Green's riddles? Where are some places you can get more life bottles?

- Ricky

**I'm glad you trust us Ricky because no one else does! Here is a swag of codes for MediEvil which should help you out.**

## JACK'S RIDDLES

Jack the Green's first riddle is easy. Hit the star shaped bushes with a weapon and they tell you how many more you have left.

His next one sounds easy but is hard to pull off. Go to the place you couldn't before. There is a clown there and you have to hit the faces so they smile at him. Hit them all so they're one away from smiling then hit them all quickly. Don't despair, just keep doing it until it works!

With the third riddle, get the red key from the octopus and go open the red door. A mouse will appear and follow you. Lead it past the cats to the elephant at the end of the new path. Watch as the elephant gets scared and breaks the wall behind it.

For the last riddle go down the new path until you reach a large hole. Jump into it and go out a door

## MEDIEVIL



that's in the chamber. Push the fire thingies to face the window things on the wall (you know when you have done this properly because you'll hear a special sound). When you've done this, go back in the chamber until you're transported out.

After that, Jack the Green tells you to find your own way out. It's that hard. You'll know you've reached the end when you get to a giant chess board. Here you've just got to match the colours with the colour box and a small box will open in the middle of the chess board.

## CHEAT MENU FOR THE EUROPEAN VERSION

Pause the game, hold L2 and press Down, Up, □, △, △, O, Down, Up, □, △ (DUST TO DUST).

## SUPER CHEAT MENU FOR THE EUROPEAN VERSION

Pause the game, then hold L2 and press △, O, △, O, O, △, Left, O, Up, Down, Right, O, Left, Left, △, Right, O, Left, Left, △, O, Down, O, O, Right (TO TOOT LOUD ROLL TROLL TO DOOR.)

## THE CUP OF SOULS

The cup of souls for the first pumpkin level can be a real challenge. Go through the tunnel at the beginning of the level. To the right of the merchant gargoyle is a shaded wall. Use your hammer, club, or daring dash to break it down. Then go down the tunnel. Look closely because the shaded areas are easy to miss.

## TO DEFEAT THE FIRST BOSS

To defeat the first boss you need the crossbow. When his heart starts to beat and he is about to attack, shoot at his heart.

# ODDWORLD: ABE'S ODDYSEE

## GREEN GAS FART

While playing the game hold R1 then press Up, Left, Right, □, O, X. Make sure you're wearing your gas mask!

## LEVEL SELECT

At the main menu, hold R1 and press Down, Right, Left, Right, □, O, □, △, O, □, Right, Left.

## MOVIE SELECT

At the main menu, hold R1 and press Up, Left, Right, □, O, △, □, Right, Left, Up, Right.

## VOICE CHEAT

At any time without pausing the game, press and hold R1, and press △, Up, O, Left, X, Down, □, Right. You will now be able to solve any voice puzzle with any single sound!

## ABE'S ODDYSEE



Enter the password Start, L1, Start, L1, Start.

## AUGER PASSWORDS

**WASHINGTON DC** - R1, R1, Select, Down  
**HANGAR 18** - X, Start, X, Up, L1  
**NORTH POLE** - Select, R1, Left, Left, X  
**LONDON** - Right, Right, R1, R1, Right  
**TOKYO** - Down, R1, L1, X, Right  
**EGYPT** - R2, Start, R2, Right, Right  
**BLIMP** - △, L1, △, Right, O

## AXEL PASSWORDS

**NORTH POLE** - X, △, □, R2, X  
**WASHINGTON DC** - L1, □, △, Right, Up  
**LONDON** - Up, L2, O, □, L1  
**TOKYO** - Up, △, Select, Right, Up  
**EGYPT** - Left, Up, L1, Up, R2  
**BLIMP** - L1, R1, Up, Left, O

## CLUB KID PASSWORDS

**WASHINGTON DC** - Down, X, Up, Right, Down  
**HANGAR 18** - R2, Right, O, L2, L1  
**NORTH POLE** - △, O, Down, △, X  
**LONDON** - □, Right, □, □, Up  
**TOKYO** - O, R2, Start, Right, R2  
**EGYPT** - Right, Right, Down, R2, X  
**BLIMP** - L1, O, Start, △, Left

## FIRESTARTER PASSWORDS

**WASHINGTON DC** - Left, R2, Select, L1, Up  
**HANGAR 18** - L1, R2, X, Left, Down  
**NORTH POLE** - O, R2, R1, R1, R2  
**LONDON** - Select, R1, Right, □, Select  
**TOKYO** - Start, R2, Right, L2, Start  
**EGYPT** - Down, Select, X, △, Left  
**BLIMP** - L2, L2, L, □, R1

## FLOWER POWER PASSWORDS

**BLIMP** - Select, Left, R1, R2, Left

## GET 8 SPECIALS

In the Hanger 18 level, destroy all four control panels and enter the warp inside the UFO. Wait a while on top and you will see a UFO flying around. Shoot it down and you'll get 8 specials.

## GOD MODE

At the password screen enter L1, □, X, R1, Start.

## HAMMERHEAD PASSWORDS

**BLIMP** - □, Up, Up, Start, Left

## INFINITE SPECIALS

Enter the password L1, L1, R1, R1, R1. Then you will return to the main menu. Now begin a game then quit.

When you begin a game again you will have an unlimited amount of your character's secret weapon.

**LAST LEVEL TIP**

On the last level you must shoot all switches before your enemies will die for real. If you don't they will come back to life. Shoot all the switches then the big switch (located on the upper level in that red place.) Shoot this and you're in business.

**MINION PASSWORDS**

**WASHINGTON DC** - Up, Start, Down, L1, □

**HANGAR 18** - left, R1, Select, O, Left

**GAME COMPLETION DATE**

At the screen that reads one player or split screen press L1, L2, R2, R1. A screen will pop up that shows the date the game was completed.

**UNHOLY WAR**

correctly, it will say **ALL PLAYERS** in the bottom right.

**CHARACTERS**

In Mayhem mode highlight "set teams". Type the code to get the two awesome secret characters (useable in Mayhem only). The words 'all players' will appear on the screen.

**SECRET AREAS**

In Mayhem mode highlight "Accept Teams" and type the code. All of the secret areas are now available (useable in Mayhem only). The words 'all levels' will now appear.

**ALL MAPS**

In Strategy mode highlight "Set War" Type the code. You can now choose any map to battle on.

**SECRET WARRIORS AND MAYHEM BACKGROUNDS**

To release two secret fighting backgrounds, beat Strategy Mode on Normal level with each side. The Arcane victory releases the Menhir Circle; the Teknos, the Dark Maze.

**TO GAIN CONTROL OF TWO SECRET SUPER-WARRIORS**

Beat Strategy Mode on Hard level. The Arcanes earn the nasty MegaPrana, while the Teknos

receive the Beta-Razorfane, their first truly effective flying character.

All of the above are usable in Mayhem Mode only.

**WCW/NWO THUNDER****BIG HEADS**

At the Title Screen push R1 (7x), R2 and SELECT.

**HIDDEN WRESTLERS**

At the Title Screen push R1 (4x), R2 (4x), L1 (4x), L2 (4x), and SELECT

**SECRET RINGS**

At the Title Screen press R1, R2, R1, R2, and SELECT to scroll through rings.

**BIG HEADS/HANDS/FEET & WEAPONS MODE**

At the Title Screen press R2 (7x), R1, SELECT.

**CHANGE THE MIGHT METER**

At the Title Screen Press L2 (4x), R2 (4x), L1 (4x), R1 (4x), and SELECT.

**T'AI FU****LEVEL SELECT**

Between the levels, and during the walking animation, press R1 + R2. You should then be able to walk freely. When you reach the level you want, press □ to enter.

**COOL BOARDERS 3****TO UNLOCK ALL THE RIDERS**

To unlock all of the riders enter your name as "open\_em" at the Tournament screen.

**ACCESS ALL TRACKS**

To access all of the tracks, enter your name as "wonitall" at the Tournament screen.

**HEADSHRINKING DUDE!**

At the Tournament screen enter your name as "bigheads".

When you enter the "bigheads" code you can then press L2 to shrink their heads and also R2 to make their heads bigger.

**DISPLAY CURRENT POSITION**

Enter your name as "showpos" at the Tournament screen. Your coordinates appear in the lower left-hand corner of the screen during gameplay.

**FAST EDDIE**

To earn **FAST EDDIE** you must complete the mountain **POWDER HILL** in first place and with 3,400 points or more.

**PLAY AS BURG**

To get Burg, unlock every player, every board, and every track. Play single event, Powder Hill Downhill. Get in first place with more than 3400 points.

**REPLAY FUN**

During any replay on Cool Boarders 3, hold Left on the d-pad to see it in slow-motion, or hold Down to freeze the picture.

**UNHOLY WAR****ALL CHARACTERS**

Go to Mayhem mode and make both teams have all players. Leave it on set teams and enter the following code. Press O + □, then press SELECT, SELECT, SELECT, SELECT, START, START, START, □, □, O, O + □. If the code is entered



**FUTURE COP: LAPD****FUTURE COP: LAPD****GET 100 EXTRA TORRITS IN MULTI-PLAYER MODE**

First get yourself on some land and change to regular mode, then press O, X, X, O, O, X. Now hold the □ for 7 seconds.

After you've pressed those buttons change to tank mode then return to your base (still using tank mode) and buy three helicopters. Now you have to get killed once. Then you should have 100 new Torrit guns scattered around your base.

**EASTER EGG WEAPONS**

Enter these codes on the password screen:

**DYPYFASRHR** - All missions completed, all easter egg weapons.

**SYMRGOBRR** - No missions completed, all easter egg weapons.

**DYSIFASRHY** - All missions completed and locked, all easter egg weapons.

**PASSWORDS**

Level	Password
1	TAFRGYBLRR
2	CRGRGYBLRY
3	FUMRGYBLRL
4	SICUGYBLLI
5	TAFUGYBLRR
6	CRGUGYBLLY
7	FUMUGYBLRR
8	SIFYGYBISR

**LOST WORLD: JURASSIC PARK****99 LIVES AND ALL DNA**

The passwords below start the game with 99 lives and all DNA keys.

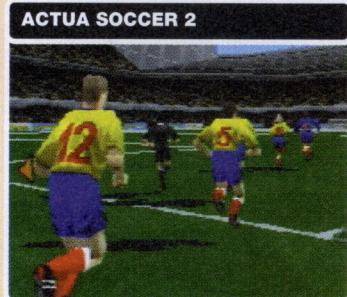
<b>COMPY</b>	X, X, O, △, □, X, □, X, O, □, △, □
<b>HUNTER</b>	□, □, △, O, X, □, □, □, X, O, □

the square, and dribble up court the opposite way you did at first. The defender will be faked out, and you now have an open path to the hoop!

**FAKE PASS**

During gameplay press L2 + X and you will execute a fake pass.

a score greater than 50,000. Enter **CAM** as initials on the high score screen. Select Versus mode, highlight M.Bison, and press Start three times.

**ACTUA SOCCER 2**

<b>RAPTOR</b>	X, X, O, △, □, X, S, X, □, □, △, O
<b>T-REX</b>	X, X, O, △, □, □, □, X, △, □, △, O
<b>PREY</b>	□, □, △, O, X, X, □, □, □, X, O, □

**CHARACTER SELECT**

Enter these codes at the Password screen.

**CHARACTER PASSWORD**

<b>HUNTER</b>	□, X, O, △, X, O, □, △, □, X, O, X
<b>PREY</b>	△, X, △, X, O, X, □, △, □, △, □, O, X
<b>RAPTOR</b>	□, X, O, △, X, O, □, △, X, S, O, X
<b>T-REX</b>	△, □, O, □, X, △, □, △, O, □, △, □, X

**GOD MODE**

While playing, press L1 + Up + X + □. Hold these buttons down until your gun stops shooting darts. Important: This code only works in Human and Prey levels.

**LEVEL SELECT**

At the Password Screen press □, X, O, △, □, X, □, O, △, O, X, □. This must be done three times.

**NBA LIVE '99****FAKE OUT DEFENSE**

When you inbound the ball, wait for a defender to come up to you. While you still have your dribble, hold down R2 and press the direction pad as if you were dribbling up court. After you let go of R2, quickly press

**SF COLLECTION****ORIGINAL KEN AND RYU**

In Street Fighter 2 Alpha Gold press Start once and press any button to select them and they will have no power level bars on the bottom, meaning you can't use super moves.

**TO PLAY AS AKUMA**

Put the curse on Ryu then simultaneously press L1 and R1 to make Akuma appear.

**TO PLAY AS EVIL RYU**

Highlight Ryu on Street Fighter Alpha 2 Gold and press Start twice. Then press any button to select him. He will be able to do Akuma's Teleport and three power bar special moves "Raging Demon" aka "Instant Hell Murder" by pressing Low punch, Low punch, Low kick, Forward, Hard punch - very fast.

**TO PLAY AS EVIL SAKURA**

To play as evil Sakura, highlight Sakura and press start once so evil Sakura can be selected.

**TO PLAY AS GOUKI IN SUPER STREET FIGHTER II X**

In the selection menu highlight Ryu, Hold L1 and press R1.

**TO PLAY AS CAMMY IN STREET FIGHTER ZERO 2**

Select Vega in arcade mode and complete the game in first place with

**NBA LIVE '99****BEACH BALL**

At the start menu press Left, Right, Left, Up, Left, Right, □, □.

**BLACK & WHITE COLOR TV MODE**

At the start menu press Up, Down, Up, □, O, Up, Down, Up.

**BREAK REFLECTORS**

At the start menu press Left, Left, Left, O, Right, Right, Right, □.

**GHOST BALL**

At the start screen press □, □, Left, Left, Right, Right, O, O.

**GIGANTIC PLAYERS**

At the start menu press Up, Down, Down, Right, □, □, O, O.

**GREMLIN 11 TEAM**

At the start menu press Left, Right, □, O, Up, Down, □, O.

**INVISIBLE PLAYERS**

At the start menu press □, O, Down, O, Up, Right, □, Left.

**SUPER FURY ANIMALS TEAM**

At the start screen press Left, Left, □, Right, Right, O, Up, Down.

**FIFTH ELEMENT**

On the main menu hold down circle, triangle and L2. This should give you level skip, all weapons and unlimited lives.

# PlayStation

For those who came in late... a complete list of every game we reviewed and what score it received

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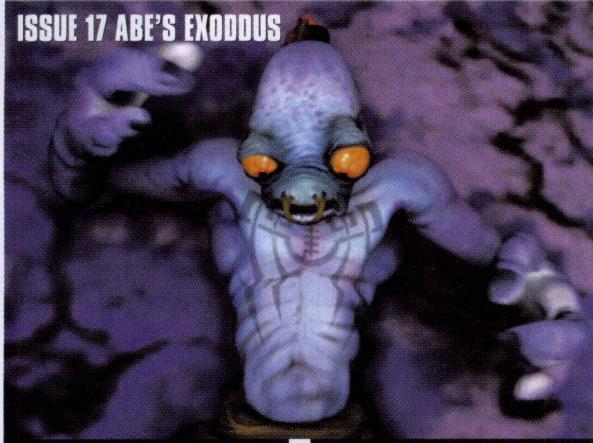
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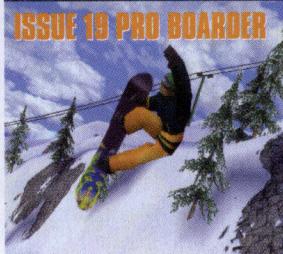
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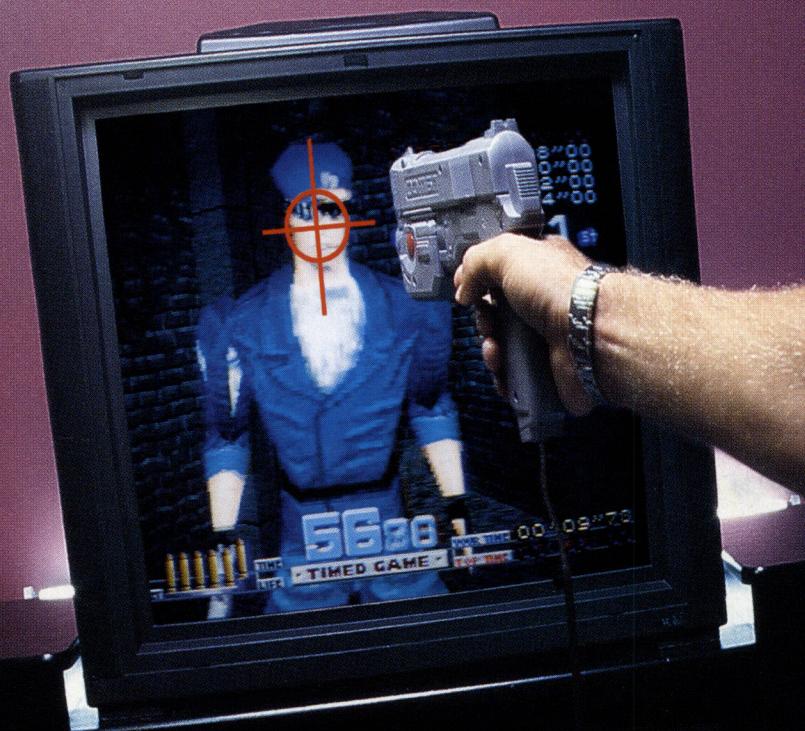
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QUAKE II

# Who's really getting hurt by game piracy?



Pirating is not just copying, it's stealing. Every illegal copy robs money from the game developers and that means there's less to spend on creating the next generation of games.

If it doesn't stop, the flow of ground-breaking new games will. And in the end, you'll be the one who gets hurt most by piracy. So don't support pirates. Report them. Phone 1800 248 885

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